24 PULL-OUT POSTERS! • COMIC STORIES! • LATEST SONIC NEWS! • TIMELINE FEATURETTE!

SONIC SUPER SPECIAL POSTER SPECTACULAR

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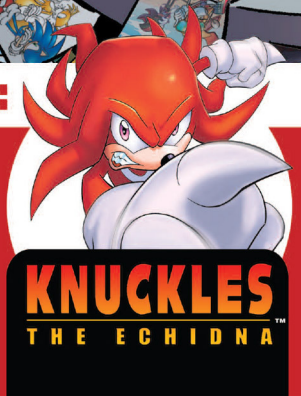
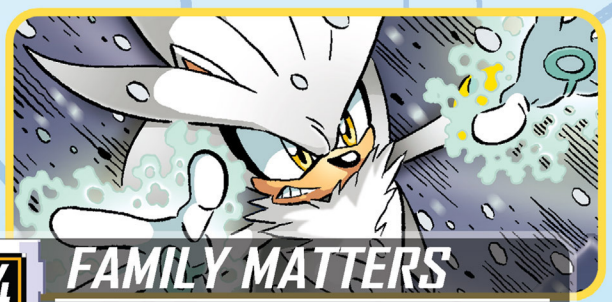


SONIC SUPER SPECIAL

CONTENTS

10 **PHOENIX DOWN!**

The Freedom Fighters and the Chaotix enter the perimeter of the Eggman Empire to put an end to the doctor's mayhem. Can Sonic light a fire under his feet, or will he just burn out?



84 **FAMILY MATTERS**

Doctor Eggman has turned the walrus herd into mindless zombies! Not only that, but Silver the Hedgehog has it out for Rotor! What's everybody got against the walrus'?

103 **MOBIUS TIMELINE**

Take a cruise through the history of the Sonic Comic continuity, complete with brand new, never before seen art!

HEY KIDS!
TO ACESS THE POSTERS, SIMPLY REMOVE THE STAPLES! ENJOY THIS SPECIAL ISSUE!

SONIC SUPER SPECIAL

COMICS

SONIC THE HEDGEHOG 198.....10
PHOENIX-DOWN

SONIC THE HEDGEHOG 216.....84
FAMILY MATTERS

FEATURES

NEWS FLASH.....4
LATEST NEWS FROM THE WORLD OF SONIC!

THE POSTER SPECTACULAR.....33
LEAVE NO WALL BARE

THE MOBIUS TIMELINE pt5.....103
THE SONIC COMIC UNIVERSE CONTINUES!

FAST FORWARD.....109
WHAT'S NEXT FOR SONIC?

INTERVIEW: JAMAL PEPPERS.....110
GET DOWN WITH THE SONIC PENCIL MASTER!

SONIC SUPER SPECIAL

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COVER BY TRACY YARDLEY!

FEATURING THE TALENTS OF

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TRACY YARDLEY!	RENAE DELIZ
JOHN WORKMAN	TERESA DAVIDSON
MATT HERMS	JASON JENSEN
TERRY AUSTIN	JON GRAY
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SONIC GRAMS PRESENTS

HEY KIDS!

WRITE TO US @: SUPER SPECIAL DELIVERY MAIL c/o ARCHIE COMIC PUBLICATIONS, INC. P.O. BOX # 419 MAMARONECK NY 10543-0419
YOU CAN ALSO WRITE IN VIA E-MAIL: SONIC@ARCHIECOMICS.COM

LETTERS

Happy Holidays, and welcome to the SONIC SUPER SPECIAL MAGAZINE! This issue marks our first ever POSTER SPECIAL! We've gotten endless letters to "SUPER SPECIAL DELIVERY" demanding more posters, and well, we couldn't pass up the opportunity! Keep writing in to let us know what you're lovin, or just give us a SHOUT OUT! We're all ears!

Dear 'Super Special Delivery',
First of all let me say that Ben Bates' artwork is outstanding! He must have put a lot of time and effort in the cover of 'Sonic Super Special 4'. Give him a well deserved high five.

High five? You got it! I bet you'll see a poster or two of his artwork in this very issue! Let us know if you spotted it! The high five will be delivered express mail.

Alright, down to the questions.
1. In 'Mobius 25 Years Later' I noticed that Sally wasn't a robot. Does this mean she gets de-roboticized in the Sonic comics?

Well, Mobius 25 Years Later features only one of a billion possible realities that Sonic and friends may end up in. Sally's fate in Mobius Prime is yet to be written. So keep on reading if you wanna find out! MWHAHAHAHA!

2. Was Geoffrey St. John ever part of the Secret Freedom Fighters?

Geoffrey was actually a part of a different pack of Freedom Fighters called the Secret Service. This was before we learned of his apprenticeship with the evil Ixis Naugus!

3. Will there ever be a Sonic Comics Application for the computer? That would be way past cool.

Stay tuned for future updates. In the meantime, check out the Archie Comics desktop app for all of your Sonic Comic needs!

I hope you will take the time to answer my questions. Keep up the good work,
Allen K.
sent to sonic@archiecomics.com

SUPER SPECIAL DELIVERY

Thanks, Allen! We most definitley will!

Dear 'Super Special Delivery',
I was blown away several times because the comics are soooooo awesome (a bit too much because my head hurts)!!!

Coming soon: Sonic-brand headache reliever! When too much awesome melts your brain!

I've been thinking about Sonic Super Special Magazine #4 and the only one who can talk some sense to King Shadow would be Maria! In the timeline, how can you bring back someone who has been dead for 75 years?

Aw that's simple, comic writers do it all the time! Then they put those characters in movies. But hey, this is Sonic comics here, and the chances of Maria returning from the grave are slim. It's a good thing Shadow befriended Hope Kintobor -- maybe SHE can talk some sense into him!

I think Rotor, Tails and Uncle Chuck could team up for creating something like soul caller to bring Maria's soul back. She'll probably know what's happening and she would probably feel that there is something wrong with Shadow. But this is just what I think might happen later. Well, I must go now. Good luck saving Sally and beating Eggman and Naugus (Nagusicle!)!!

Catherine B.
sent to sonic@archiecomics.com

Cool theory, Catherine! I'll pass along your well-wishes to Sonic as he and his buds continue to take the fight to Eggman and Ixis Noogie--I mean Naugus!

Dear 'Super Special Delivery',
I'm so happy that the past issues are being completed again, and I can't wait for the next volume to come out. It's like fitting puzzle pieces together to form a whole cool picture. I'm a GIANT SONIC FAN who's collected Sonic comics and games for the past ten years. So I'm extremely into it. It's really hard to keep up this hobby right now because both sides are selling Sonic like crazy but I don't mind.

That's the spirit!

I love the brand new Sonic Super Special magazine. It's totally the coolest Sonic comic since the Mobius 25-30 Years later saga. I hope it also includes Sonic Genesis and other game adaptations.

Saaaay -- you can get ALL the Sonic game adaptation stories in one handy-dandy digital package! Check out the Sonic App for the "Sonic: the Games" collections, which feature story adaptations of classic, millennium, and modern Sonic games!

I really like the whole Sonic Legacy series in the Sonic comics, it's great! I hear that it's in Sonic SatAM's footsteps. Is that true?

It sure is! And don't forget to pick up Sonic Legacy Series vol2 coming this fall! plugplugplugplug

Anyways,I will be honored at all costs to get posted in a Sonic comic someday.This is a fun year to be a Sonic fan because it's Sonic's 21st anniversary, whoo hoo!!! Bye.

Sincerely,
Kristy C.
sent to sonic@archiecomics.com

Stay cool, Kristy -- and thanks for writing in!

That's all the room we've got this month, Sonic-peoples, but we'll see y'all back here next time for some Knuckles-ey goodness starring Rad Red and the Chaotix!

SUPER SHOUT-OUTS

"I attended the Archie Action hour panel at NYCC this year and my mind was blown by the news of what's coming soon!"
~ Elizabeth S. sent to sonic@archiecomics.com

"I hope Sonic Super Special stays really popular and keeps getting tons of fan letters and gets a 200th issue."
~ Nick M. sent to sonic@archiecomics.com

""The timeline has been one of the single most greatest things I've seen in the Sonic comics in a long time."
~ Steven C. sent to sonic@archiecomics.com

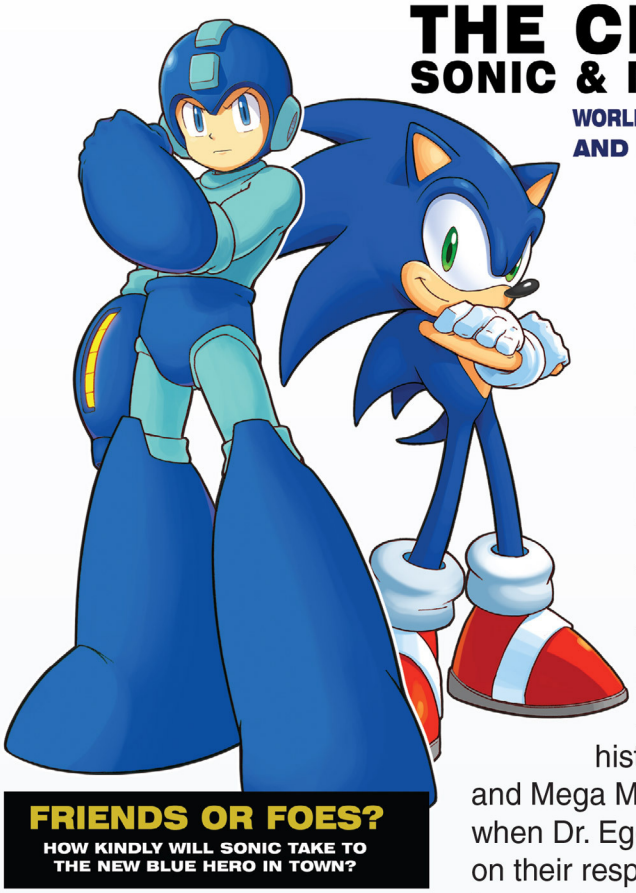
"I'll have the usual!"
~ Ian T. from North Carolina

"Is there any chance of Sonic and Amy getting together or should I just give up?"
--Blossom901 sent to sonic@archiecomics.com

SONIC SUPER SPECIAL NEWS FLASH

THE CROSSOVER EVENT:
SONIC & MEGA MAN™ MAKE HISTORY!

WORLDS COLLIDE AS THE SONIC THE HEDGEHOG, SONIC UNIVERSE, AND MEGA MAN™ COMICS CROSSOVER SPRING 2013!



FRIENDS OR FOES?
HOW KINDLY WILL SONIC TAKE TO THE NEW BLUE HERO IN TOWN?

Since the very beginning of gaming culture, few video game characters have reached the iconic status of Sonic the Hedgehog, Sega's blue blur, and Mega Man™, Capcom's blue bomber! With nearly 50 years of games, television and more between these two franchises, the legendary characters have touched millions of fans around the world. Now, in the pages of Archie Comics, these two legends will meet for the very first time -- anywhere!

This Spring marks the beginning of "WORLDS COLLIDE," the 12-part epic crossover event spanning 3 titles, 4 months, and marking the historic meeting between Sonic the Hedgehog and Mega Man™. The action kicks off in Mega Man™ #24, when Dr. Eggman and Dr. Wily get together to wreak havoc on their respective universes, and there are only two blue heroes that can stand in their way! But will this event be all high-fives and teamwork? NO WAY! Get ready for explosive action and intense drama as these two universes battle it out -- for the fate of existence itself!

SPAZ RETURNS!

SONIC COMICS LEGEND PATRICK SPAZIANTE BRINGS THE AWESOME RIGHT TO YOU!

Patrick Spaziante is a veteran and fan-favorite artist best known to Sonic fans as the amazingly talented "Spaz"! With a heavy anime/manga influence, solid character and environmental design, and an insane eye for detail, it's no wonder why Spaz is one of the best! Spaz first debuted as a penciler in the first forty-eight page special Sonic: In Your Face (which has been reprinted in Sonic Select vol. 1). He really made his mark in his first regular issue with Sonic the Hedgehog #21, and cemented his place among the "All Time Greats" with his stunning work in the "Mecha Madness" arc (which you can find in Sonic Archives vol. 10 and Sonic Select vol. 2)

Spaz is also the single greatest contributor to the Sonic covers with hundreds to his name, the first being Sonic the Hedgehog #21. (Seems like that was a good issue for Spaz, eh?) A man of such talents is in high demand, so sometimes the cover duties have gone to other great artists. But he can't stay away from the Blue Blur -- or the Blue Bomber! Expect to see more amazing Spaz covers coming up, including the covers for the epic Sonic/Mega Man™ crossover! ■

All twelve parts will be written by Sonic the Hedgehog, Sonic Universe and Mega Man™ scribe Ian Flynn, who will be placing these characters we all know so well into their historic first meeting. And that's not all! All twelve issues feature stunning NEW cover art from Patrick "Spaz" Spaziante! Spaz has made his mark on both franchises over the past 17 years, and recently on 2011's uber-successful ***Mega Man™: Let the Games Begin*** and ***Sonic: Genesis*** story arcs! More on this history-making event as details unfold -- but one thing's for sure: WORLDS -- WILL -- COLLIDE! ■

RED RIVALS
GET READY TO SEE A WHOLE SLEW OF CHARACTERS FROM BOTH UNIVERSES!

REVVIN' UP

Rev up your engines, 'cause ***Sonic & All Stars Racing Transformed*** is out now for all of your favorite video game consoles! Be sure to check out our exclusive comic adaption in ***Sonic Universe #45***, available now in comic shops and for digital download on the Sonic Comics App!! ■

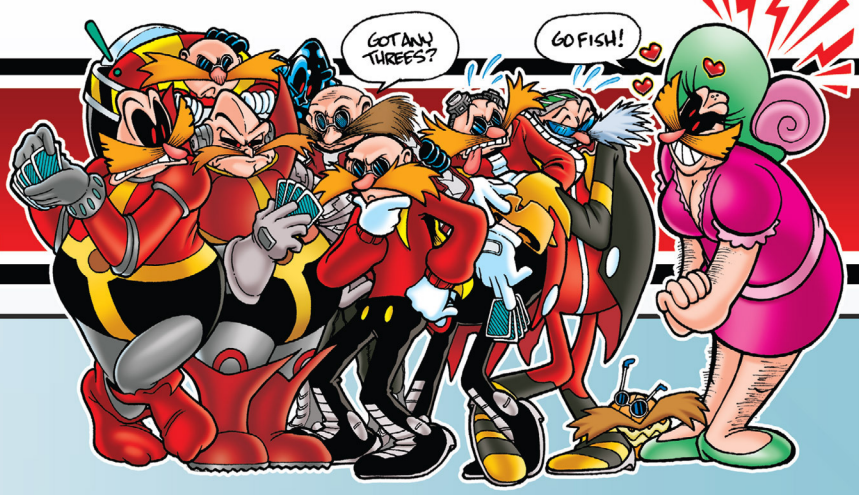
SONIC UNIVERSE

We're on the fast track to our second milestone issue of Sonic Universe! Until then, check out this mysterious teaser cover image! I'll tell you now, **it's gonna ROCK!** ■

SONIC UNIVERSE #50
CAN YOU GUESS WHO'S COMING BACK TO THE SONIC COMIC UNIVERSE?

SONIC SUPER SPECIAL PRESENTS:

THE GRAPHIC NOVEL SPECTACULAR



Welcome, Sonic fans young and old! Jonathan "WB" Gray, your Sonic Off-Panel artist here! The Archie Sonic Team has seen fit to give me my own column (THE FOOLS! MWAHAHAHA!!!) where I can discuss topics with you guys and be "YOUR MAN ON THE INSIDE!"

Sonic Genesis: Trade Paperback
Releases - 10/31/2012 $14.99 US/$16.99 CAN

Celebrate the 20th anniversary of Sonic the Hedgehog with this awesome trade paperback! Collecting the entire **"Sonic Genesis"** saga from start to finish, witness the launch of the Death Egg MK2 and an ending that will *knock your socks off!*

Sonic Archives #19
Releases - 11/14/2012 $7.99 US/$8.99 CAN

It's makeover madness as Sonic gets himself a snazzy new look! Meanwhile, the **"Mystery Satellite Saga"** comes to a deadly conclusion for our heroes -- because somebody else has gotten himself a new look too. Somebody who's *supposed* to be dead...

Sonic the Hedgehog: Legacy Volume 2
Releases - 11/21/2012 $14.99 US/$16.99 CAN

Our black and white Sonic comics omnibus returns for Round 2 as we dive headlong into 512 pages of the Classic Freedom Fighters VS Doctor Robotnik! Bear witness to the likes of King Gong, the first appearance of Metal Sonic, and so much more!

The Best of Sonic the Hedgehog: Volume 1 Trade Paperback
Releases - 12/26/2012 $14.99 US/$16.99 CAN

Join us as the Archie Comics Sonic Team selects their favorite stories from the history of the series! From **"Mecha Madness"** to **"Eggman Empire"** this collection is, bar none, the cream of the crop!

Today I'm going to discuss a special labor of love called ***"The Sonic Comic Encyclopedia"*** (Out now!).

Upon my hiring in the art department (my graduation from the *School of Visual Arts* still pending) finagling this charmer was one of my first tasks. I remember designing the table of contents page and thinking to myself, "The data select screen from Sonic 3 and Knuckles would be a great way to do this!" I drew the left side for our core four Sonic heroes and the right side for their corresponding villains.

Looking back at your old art is always a strange duck. The encyclopedia got delayed a bit and now that it's come out I have a chance to look at the completed version nearly two (??) years later! At the time, no high-res renders for *Mephiles the Dark* existed. I never owned an XBox so I couldn't play the game to see him for myself. So, I cobbled something together from blurry screenshots and deciphered the rest on my own.

Several months later, high-res screenshots surfaced, but I'd forgotten all about that image. Fast forward to now. Part of being an artist is learning how to improve your work. There's always a bit of trial and error: sometimes more trial, sometimes more error. But if you don't apply what you've learned to your next project you'll never grow. Basically, don't do what I did and be lax on your research or you'll just wind up frustrated at yourself. And that is pretty much that. :) ■

DUB'S TRIVIA CORNER!

This cover for the Sonic Comic Encyclopedia was one of three possible, and completed, covers!

Catch you on the flip side, gang!

– JON GRAY! ☺

ALL FOR ONE

THE CHAOTIX QUEST BEGINS!

After the Iron Dominion's failed takeover, Mighty the Armadillo and Ray the Squirrel went on a search to find Mighty's long lost sister. Mighty regularly sent letters to his friends on Angel Island, but one day -- the letters stopped...

Espio the Chameleon, **Vector the Crocodile** and **Charmy Bee** are worried about their long lost friends and have gone searching at the last place Mighty and Ray left off: the Kingdom of Mercia! Little do *any* of them know that there's more than a just few changes waiting in store for more than one set of friend ***and*** foe...

"CHAOTIX QUEST: All for One" is the long awaited conclusion to the Mighty and Ray story arc started in **Sonic the Hedgehog #212**! Astute readers know by now that Mighty's sister is in fact **Matilda the Armidillo**, second in command to the Sandblast City Legion, but have Mighty and Ray even made it that far? And will the Chaotix even find their friends alive...?

Find out in **SONIC UNIVERSE #46-49** -- available at your local comic book store, Sonic comic store at archiecomics.com, or the Sonic App!! ■

THE COMPLETE SONIC COMIC ENCYCLOPEDIA

IT'S ALL HERE!

THE ULTIMATE GUIDE TO SONIC COMICS!

There's been a whole lot of Sonic over the years! How much? Well let's do the math! To keep things simple, we'll round up and say there's been (or soon will be) 250 issues of the regular Sonic series. Wow! There have been 23 specials. There have been 3 spin-off titles, and if we do a little bit of rounding on Sonic Universe's behalf, that brings us to one hundred-twenty-two issues in total there. There were 6 Free Comic Book Day issues and 15 issues from all the mini-series. Let's tally that up at Sonic speed and we get -- holy abalone! -- 416 issues of Sonic! And that's not counting the Super Special magazine, Sonic Digest, or the reprint library! How is a Sonic fan supposed to keep up with all that?

We'll tell you how!

The Sonic Encyclopedia!

Complete with almost two hundred pages of Sonic profiles, lore, history and more! It's the ultimate handbook for Sonic fans new and old! See a character you don't recognize? Open up the Encyclopedia. Can't remember why the Robians turned back to normal, or just what happened to Dr. Eggman after "Endgame"? Crack open the Encyclopedia. Want to find out old trivia or brand new, never-before-revealed secrets? Encyclopedia! Snatch it up before some mad doctor does! ■

SONIC SUPER SPECIAL COMIC FEATURE:

SONIC THE HEDGEHOG #198

PREVIOUSLY...

THE EGGMAN WAR WAGES ON!

SONIC THE HEDGEHOG AND HIS **FREEDOM FIGHTER** PALS HAVE HAD THEIR HANDS FULL LATELY, MOSTLY DUE TO THE **DISASTROUS** RETURN OF **THE EVIL SCOURGE!**

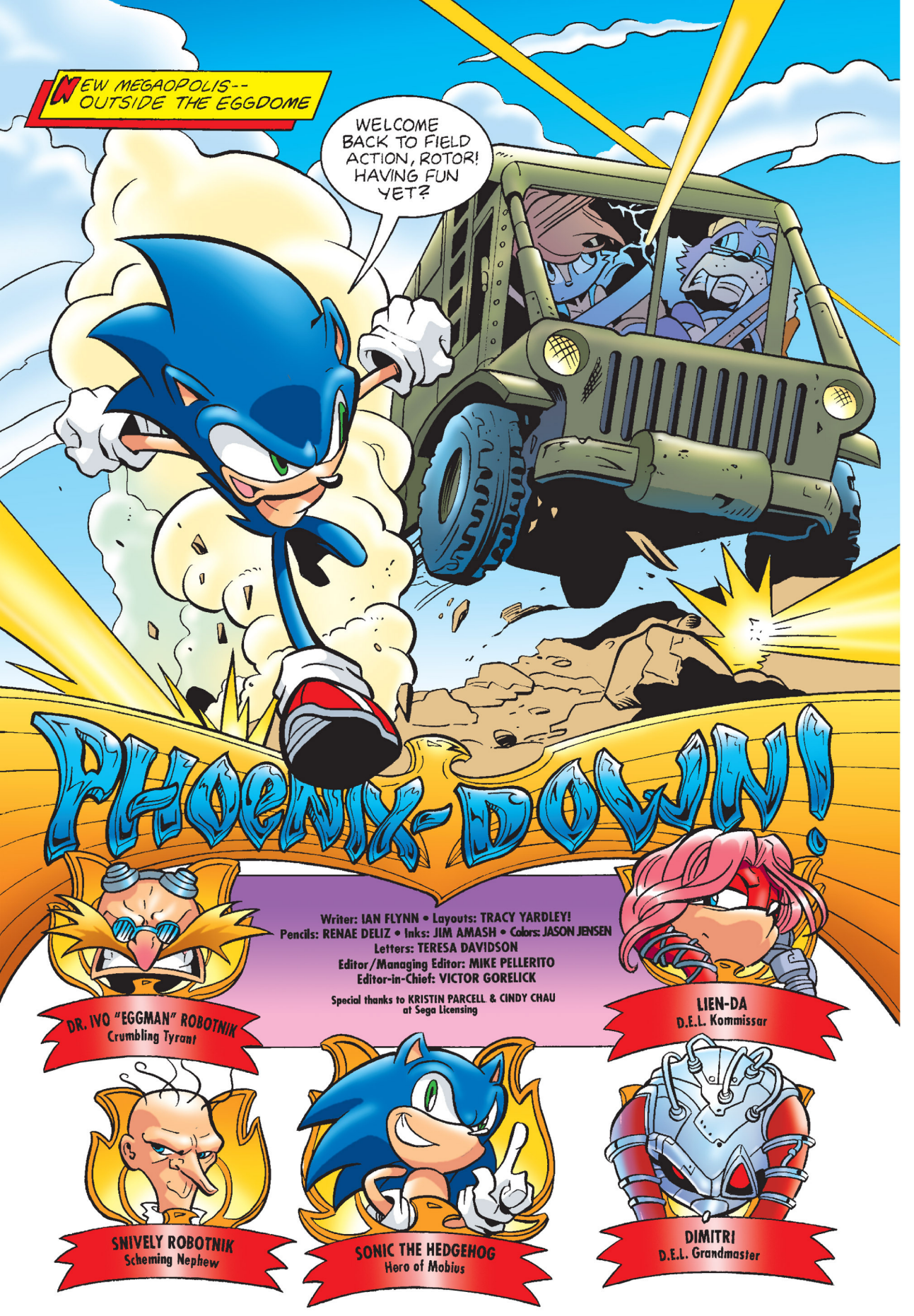
FOLLOWING A BRIEF STINT AS **"KING SCOURGE," SONIC THE HEDGEHOG** WAS ABLE TO LAY THE **SMACKDOWN** ON OL' MEAN-GREEN AND **SAVE THE DAY**.

VICTORY ASIDE, **EGGMAN** IS STILL ON THE LOOSE AND A FINAL SHOWDOWN WITH THE MAD DOCTOR APPROACHES! IF SONIC THINKS HE'S SEEN THE LAST OF THE **DOCTOR'S DIRTY TRICKS** AND DEVASTATING MACHINERY, **HE'S GOT ANOTHER THING COMIN'...**

DID YOU KNOW...

This issue features art from Womanthology creator and renowned artist Renae DeLiz! To date this is her only complete issue of a Sonic the Hedgehog comic, however a back-up starring Snively and the Iron Queen penciled by Renae is featured in Sonic the Hedgehog #206!

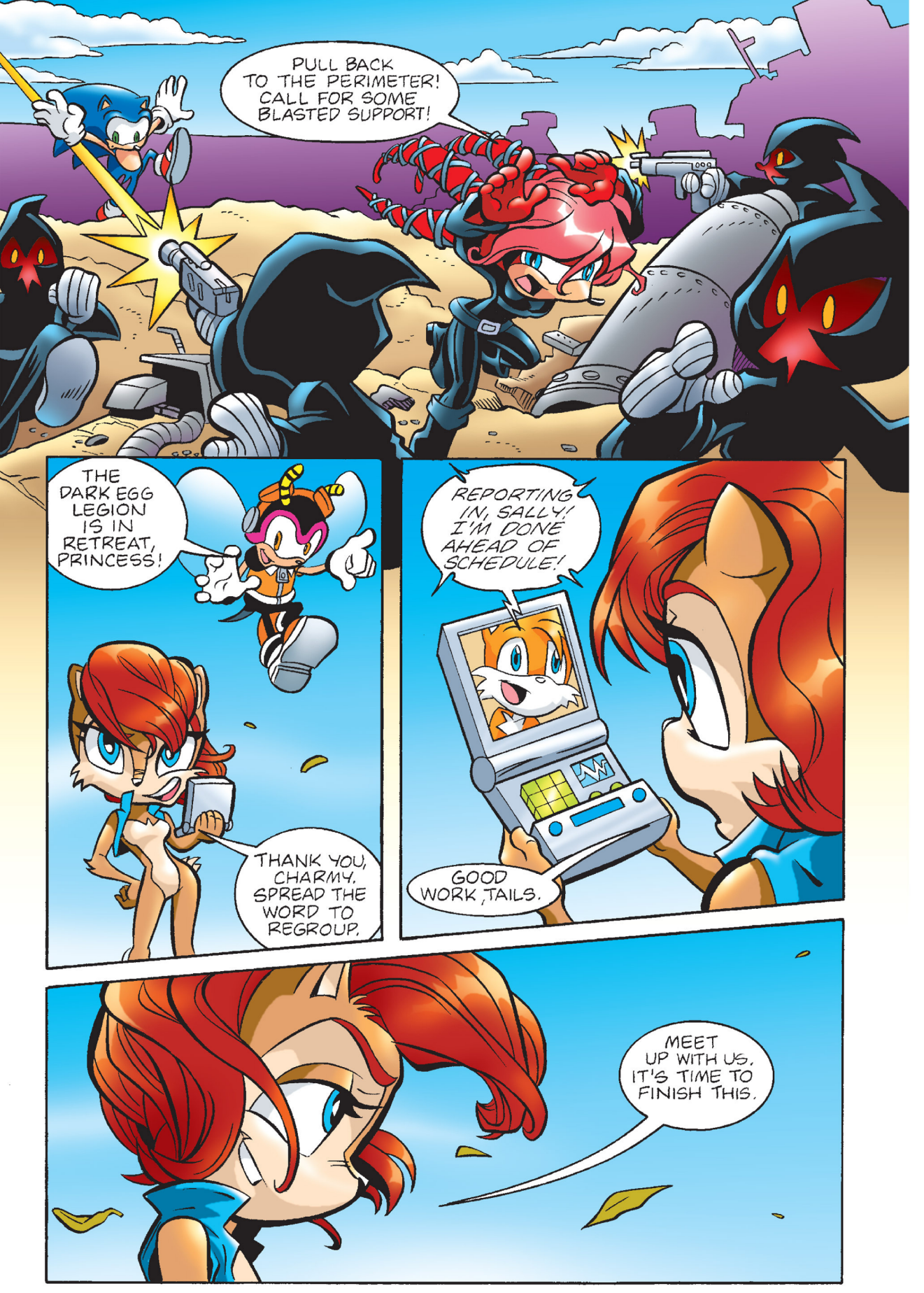
Tracy Yardley!
JENSEN

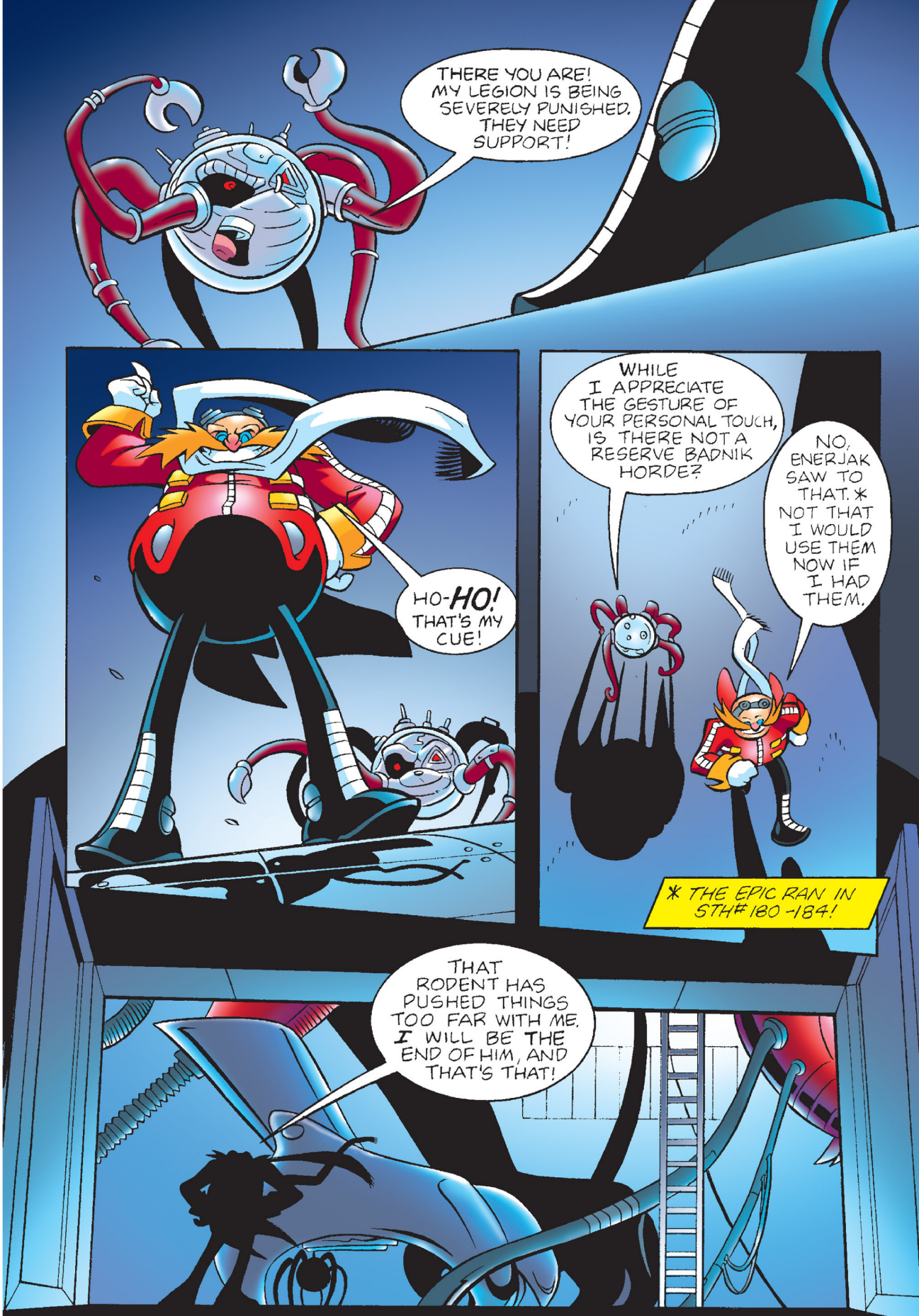

NEW MEGAOPOLIS--
OUTSIDE THE EGGDOME
WELCOME BACK TO FIELD ACTION, ROTOR! HAVING FUN YET?
PHOENIX-DOWN!
Writer: IAN FLYNN • Layouts: TRACY YARDLEY!
Pencils: RENAE DELIZ • Inks: JIM AMASH • Colors: JASON JENSEN
Letters: TERESA DAVIDSON
Editor/Managing Editor: MIKE PELLERITO
Editor-in-Chief: VICTOR GORELICK
Special thanks to KRISTIN PARCELL & CINDY CHAU at Sega Licensing
DR. IVO "EGGMAN" ROBOTNIK
Crumbling Tyrant
LIEN-DA
D.E.L. Kommissar
SNIVELY ROBOTNIK
Scheming Nephew
SONIC THE HEDGEHOG
Hero of Mobius
DIMITRI
D.E.L. Grandmaster

STOP HERE, SONIC! AMY! ANTOINE! --
SKRRRRT
--CLEAR THE IMMEDIATE AREA!
BUNNIE! GIVE US SOME COVER!
GOOD AS DONE, SAL!
WHY DID THEY STOP THEIR ADVANCE?
THEY WERE MAKING SUCH HEADWAY...

UNLESS... UNLESS WE ACTUALLY STOPPED THEM! WE BROKE THEIR MOMENTUM!
THE BLUE HEDGEHOG IS MAKING FACES AT US, MA'AM.
THIS IS IT!
THE TIDE FINALLY TURNS IN OUR FAVOR! WE CAN DO IT! THIS DAY IS OURS!
NO, YOU JUST GOT FLANKED.
BLASTED CHAOTIX!

REAR GUARD! ADVANCE TO SUPPORT THE EAST FLANK!
WHOOPS!
YOU FORGOT ABOUT US!
AUGH!
I WON'T BE EMBARRASSED BY A BASE MOBIAN LIKE YOU!
YOW! CAREFUL WITH THAT!
ALLYING WITH ZE EGGMAN, THEN SUCH VILE REMARKS? HAVE YOU NO HONOR?
DON'T YOU DARE JUDGE ME!

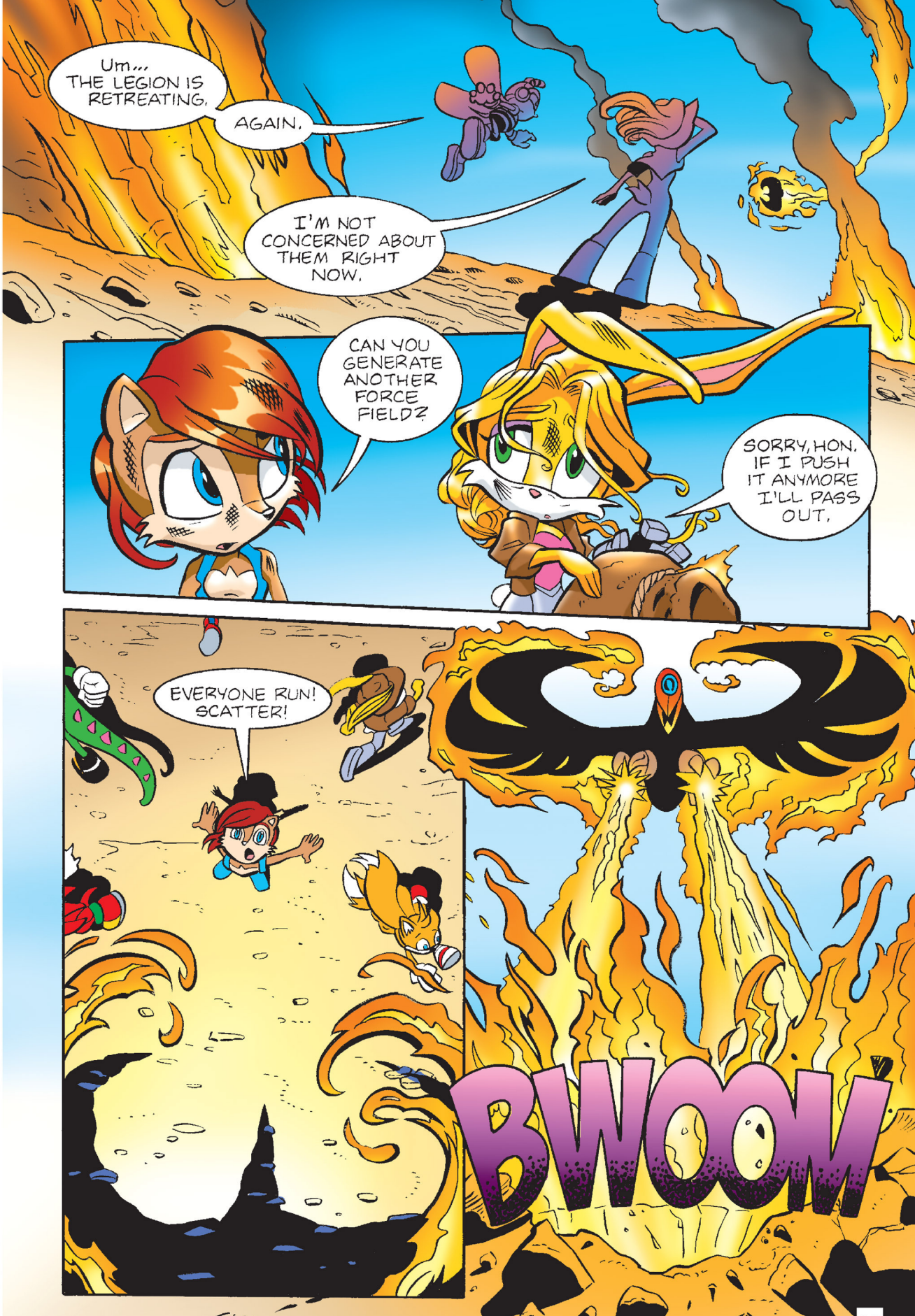

PULL BACK TO THE PERIMETER! CALL FOR SOME BLASTED SUPPORT!
THE DARK EGG LEGION IS IN RETREAT, PRINCESS!
THANK YOU, CHARMY. SPREAD THE WORD TO REGROUP.
REPORTING IN, SALLY! I'M DONE AHEAD OF SCHEDULE!
GOOD WORK, TAILS.
MEET UP WITH US. IT'S TIME TO FINISH THIS.

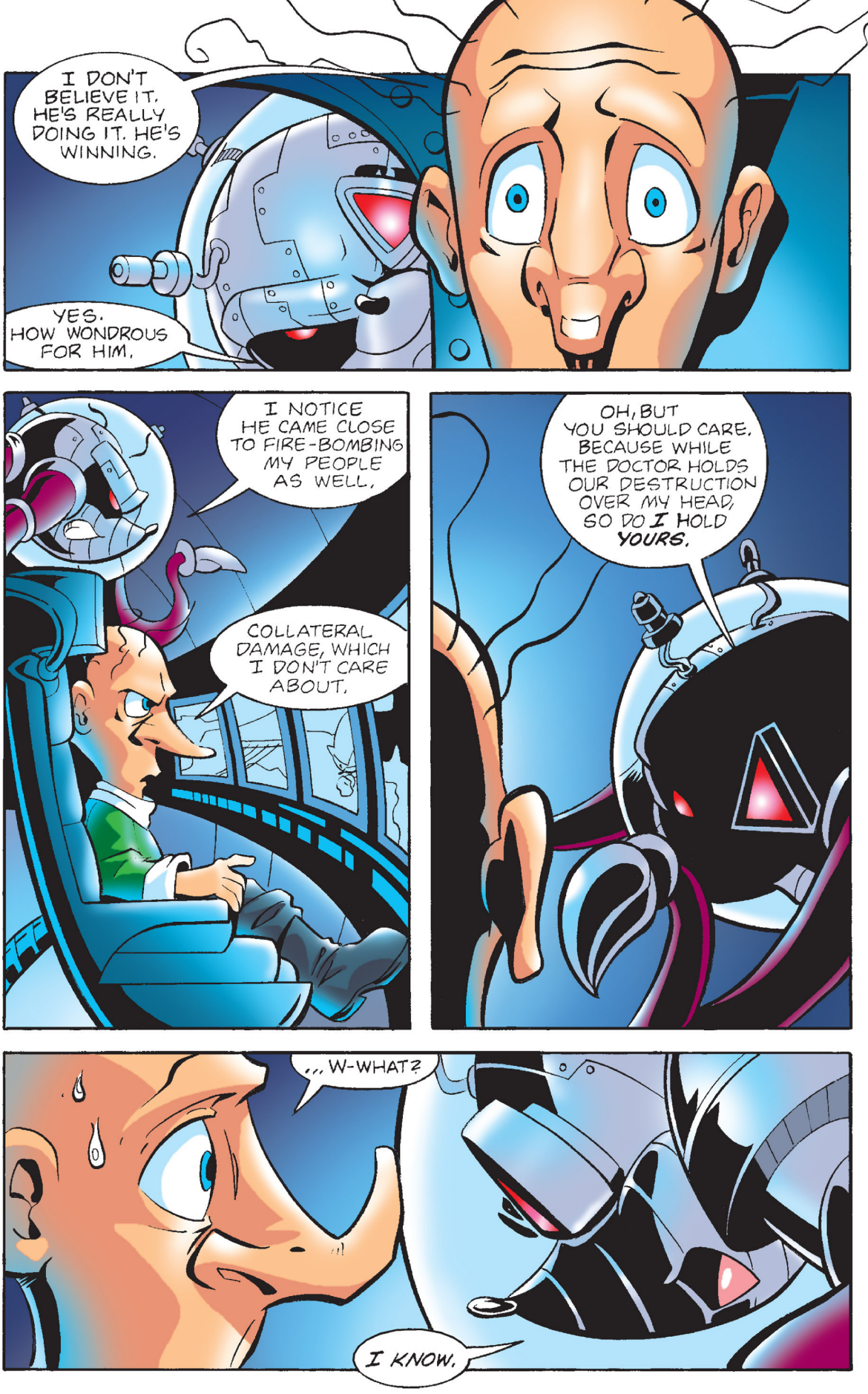

THERE YOU ARE! MY LEGION IS BEING SEVERELY PUNISHED. THEY NEED SUPPORT!
HO-HO! THAT'S MY CUE!
WHILE I APPRECIATE THE GESTURE OF YOUR PERSONAL TOUCH, IS THERE NOT A RESERVE BADNIK HORDE?
NO, ENERJAK SAW TO THAT.* NOT THAT I WOULD USE THEM NOW IF I HAD THEM.
* THE EPIC RAN IN STH# 180 -184!
THAT RODENT HAS PUSHED THINGS TOO FAR WITH ME. I WILL BE THE END OF HIM, AND THAT'S THAT!

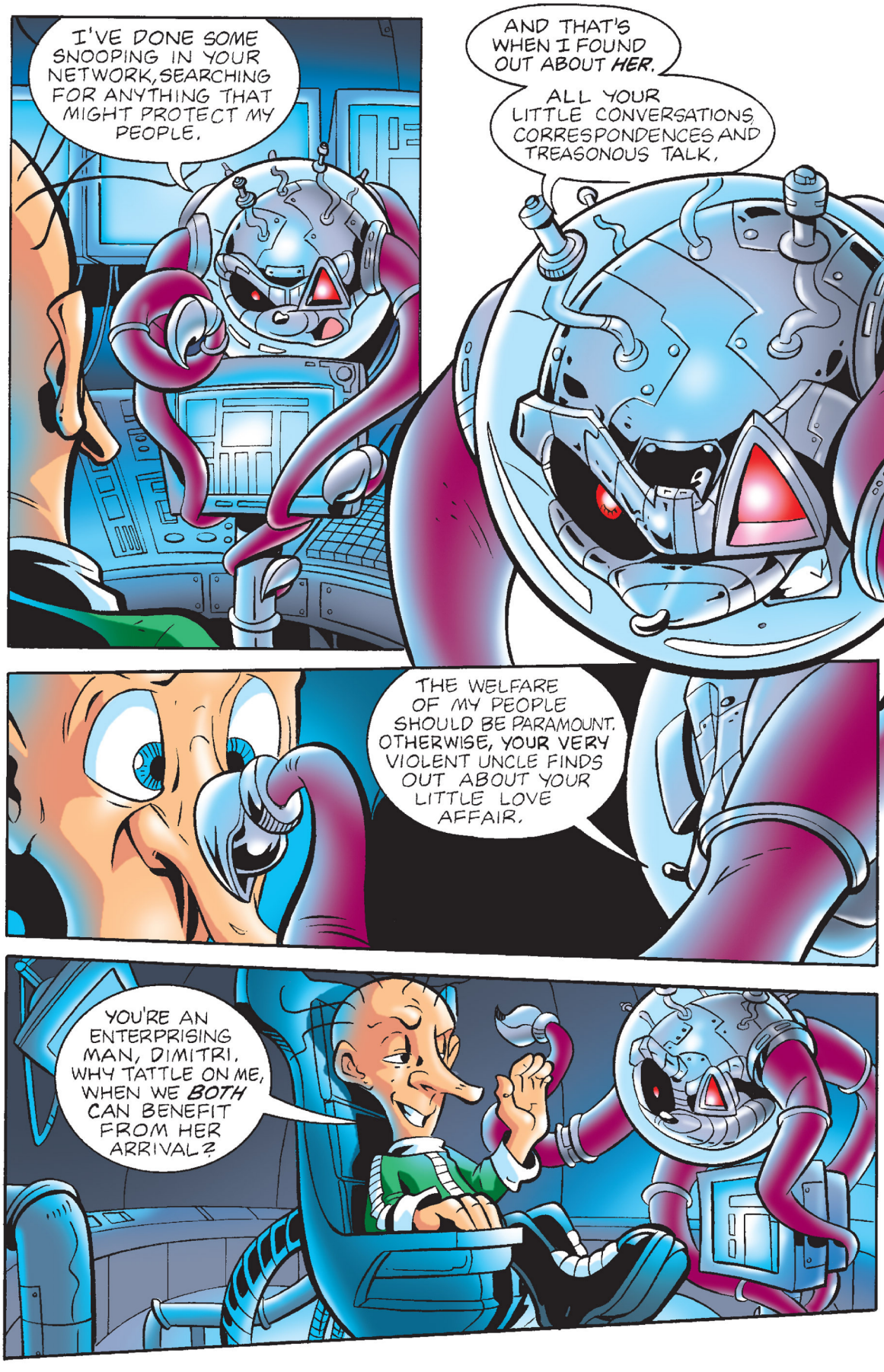
ROCKETS FORWARD!
RIFLEMEN PROVIDE COVER-FIRE!
STAY TOGETHER, EVERYONE. IF THEY REFUSE TO SURRENDER, THEY STILL OUTNUMBER US.
NOT REALLY, SINCE I COUNT FOR, LIKE, THIRTY OF THEM.
DARK EGG LEGION! OPEN FIRE!
TAILS, SHUT THEM DOWN.
DEET

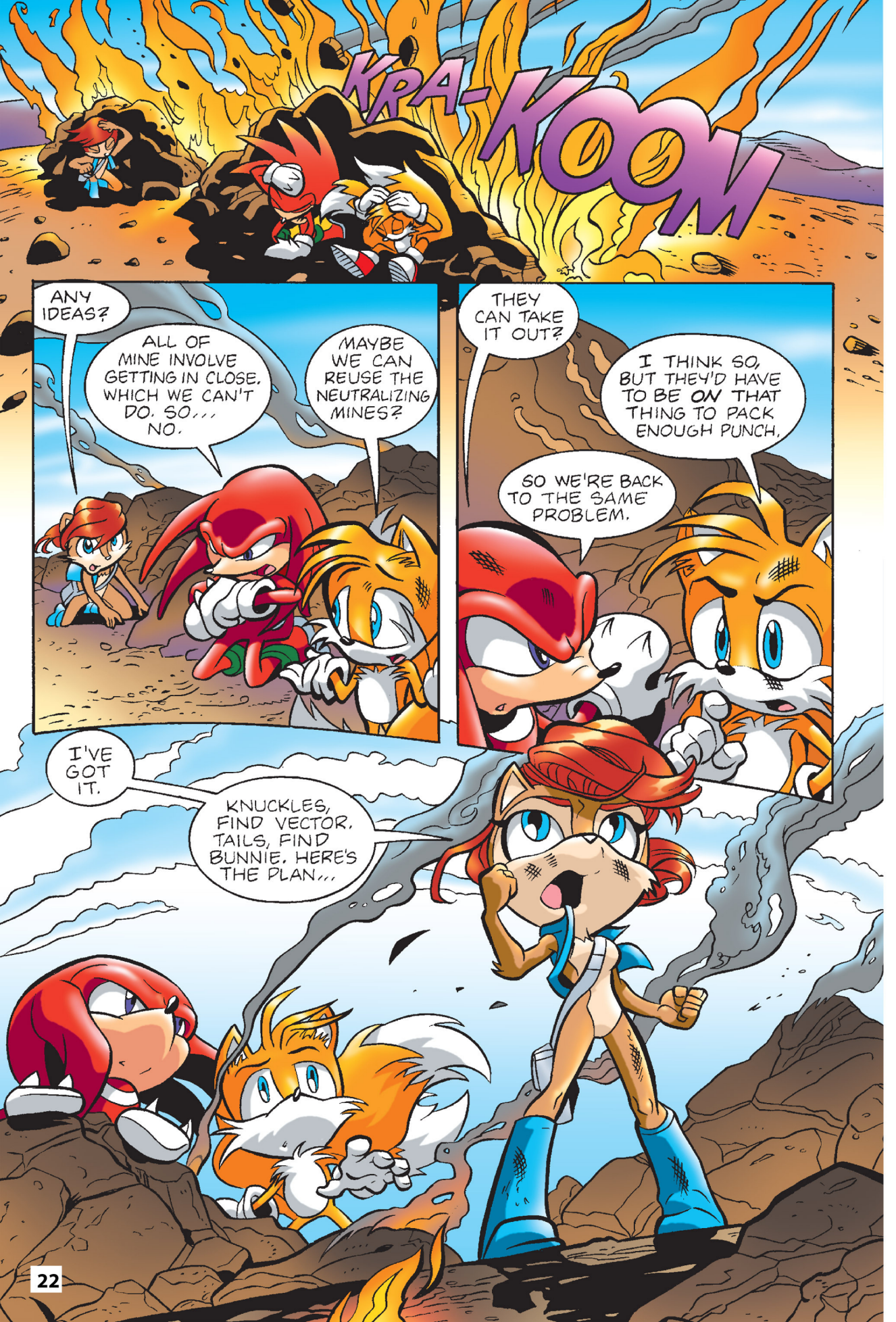
FZZZZT
FZZZT
FZZZT
FZZZT
FZZZT
FZZZT
FZZZT
FIRE!
FIRE!
THEY... WON'T, KOMMISSAR.
SMOOTH!
YOUR WEAPONS HAVE BEEN DEACTIVATED. SURRENDER AND WE CAN END THIS PEACEFULLY.
KRA-KOOM

FWOOM
FWOOM
FWOOM
BWOOSH
FWOOSH
*!
FERRSSS
FERRSSS


Um... THE LEGION IS RETREATING.
AGAIN.
I'M NOT CONCERNED ABOUT THEM RIGHT NOW.
CAN YOU GENERATE ANOTHER FORCE FIELD?
SORRY, HON. IF I PUSH IT ANYMORE I'LL PASS OUT.
EVERYONE RUN! SCATTER!
BWOOM

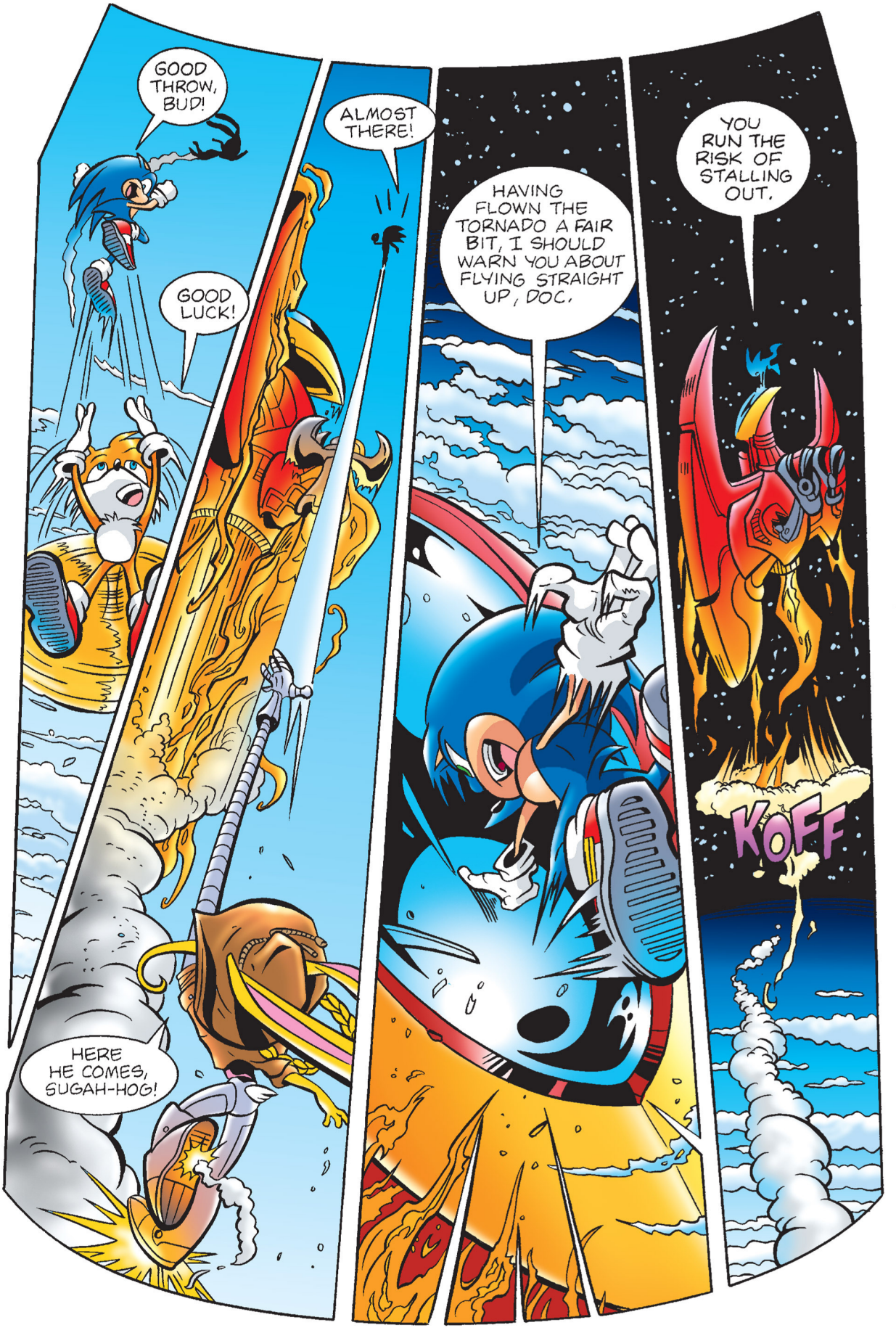

I DON'T BELIEVE IT. HE'S REALLY DOING IT. HE'S WINNING.
YES. HOW WONDROUS FOR HIM.
I NOTICE HE CAME CLOSE TO FIRE-BOMBING MY PEOPLE AS WELL.
COLLATERAL DAMAGE, WHICH I DON'T CARE ABOUT.
OH, BUT YOU SHOULD CARE. BECAUSE WHILE THE DOCTOR HOLDS OUR DESTRUCTION OVER MY HEAD, SO DO I HOLD YOURS.
... W-WHAT?
I KNOW.


I'VE DONE SOME SNOOPING IN YOUR NETWORK, SEARCHING FOR ANYTHING THAT MIGHT PROTECT MY PEOPLE.
AND THAT'S WHEN I FOUND OUT ABOUT HER.
ALL YOUR LITTLE CONVERSATIONS, CORRESPONDENCES AND TREASONOUS TALK.
THE WELFARE OF MY PEOPLE SHOULD BE PARAMOUNT. OTHERWISE, YOUR VERY VIOLENT UNCLE FINDS OUT ABOUT YOUR LITTLE LOVE AFFAIR.
YOU'RE AN ENTERPRISING MAN, DIMITRI. WHY TATTLE ON ME, WHEN WE BOTH CAN BENEFIT FROM HER ARRIVAL?

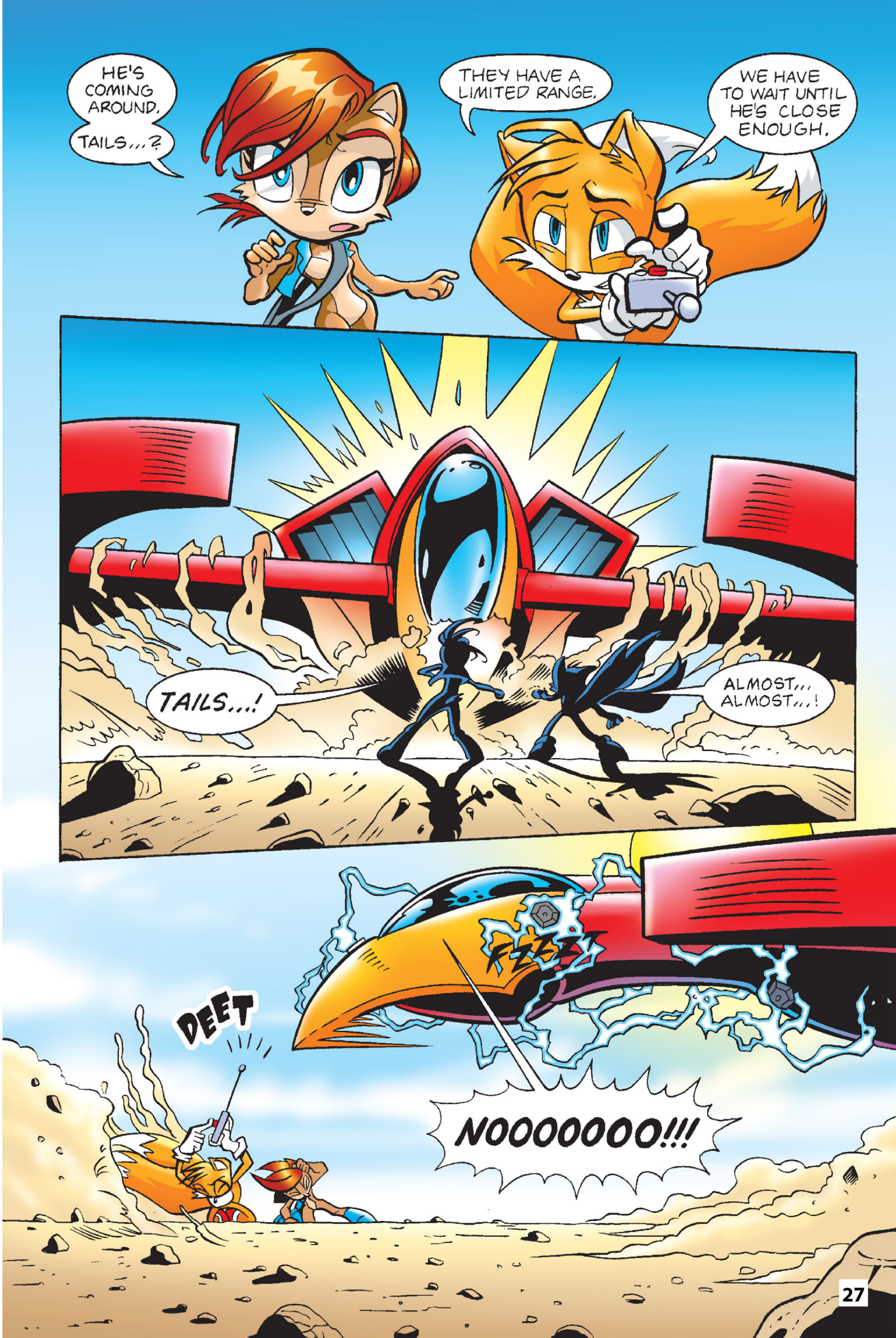

KRA-KOOM
ANY IDEAS?
ALL OF MINE INVOLVE GETTING IN CLOSE. WHICH WE CAN'T DO. SO... NO.
MAYBE WE CAN REUSE THE NEUTRALIZING MINES?
THEY CAN TAKE IT OUT?
I THINK SO, BUT THEY'D HAVE TO BE ON THAT THING TO PACK ENOUGH PUNCH.
SO WE'RE BACK TO THE SAME PROBLEM.
I'VE GOT IT.
KNUCKLES, FIND VECTOR. TAILS, FIND BUNNIE. HERE'S THE PLAN...

A MOMENT LATER...
THIS IS MY MOST FAVORITE PLAN EVER!
HEY, EGGMAN! NICE PYROTECHNICS, BUT YOUR EGG SPARKLER HASN'T HIT ME YET!
FWOOSH
YOW! HA HA HA!
PFOOM PFOOM
PFOOM PFOOM
I GOT HIS ATTENTION!

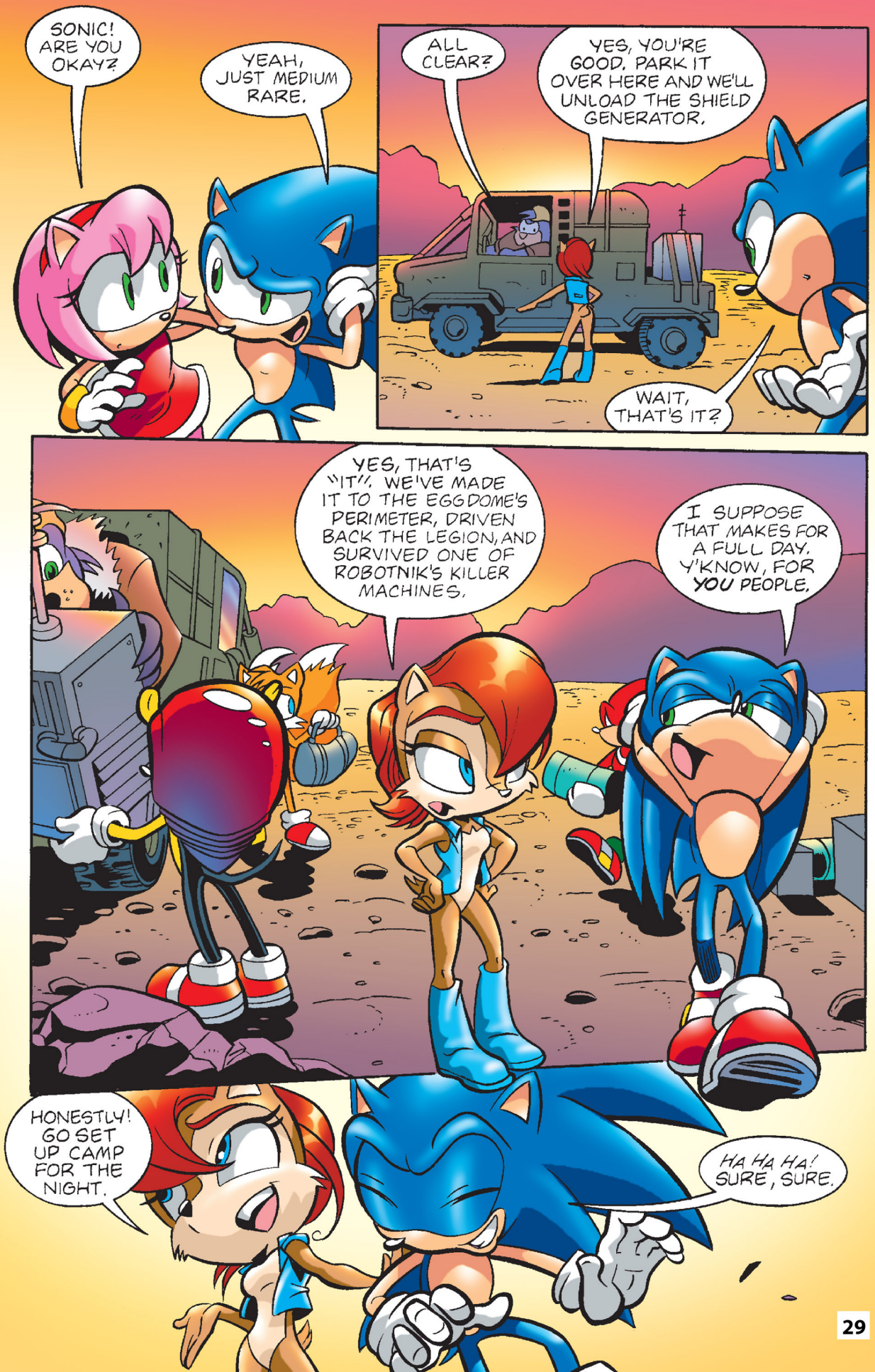
TOSS AND GET CLEAR!
RIGHT!
YOU'RE HOPELESS,
THIS IS THE MOST FUN I'VE HAD SINCE THE INVASION!*
* WHICH BEGAN IN STH #189!
VRRROORW

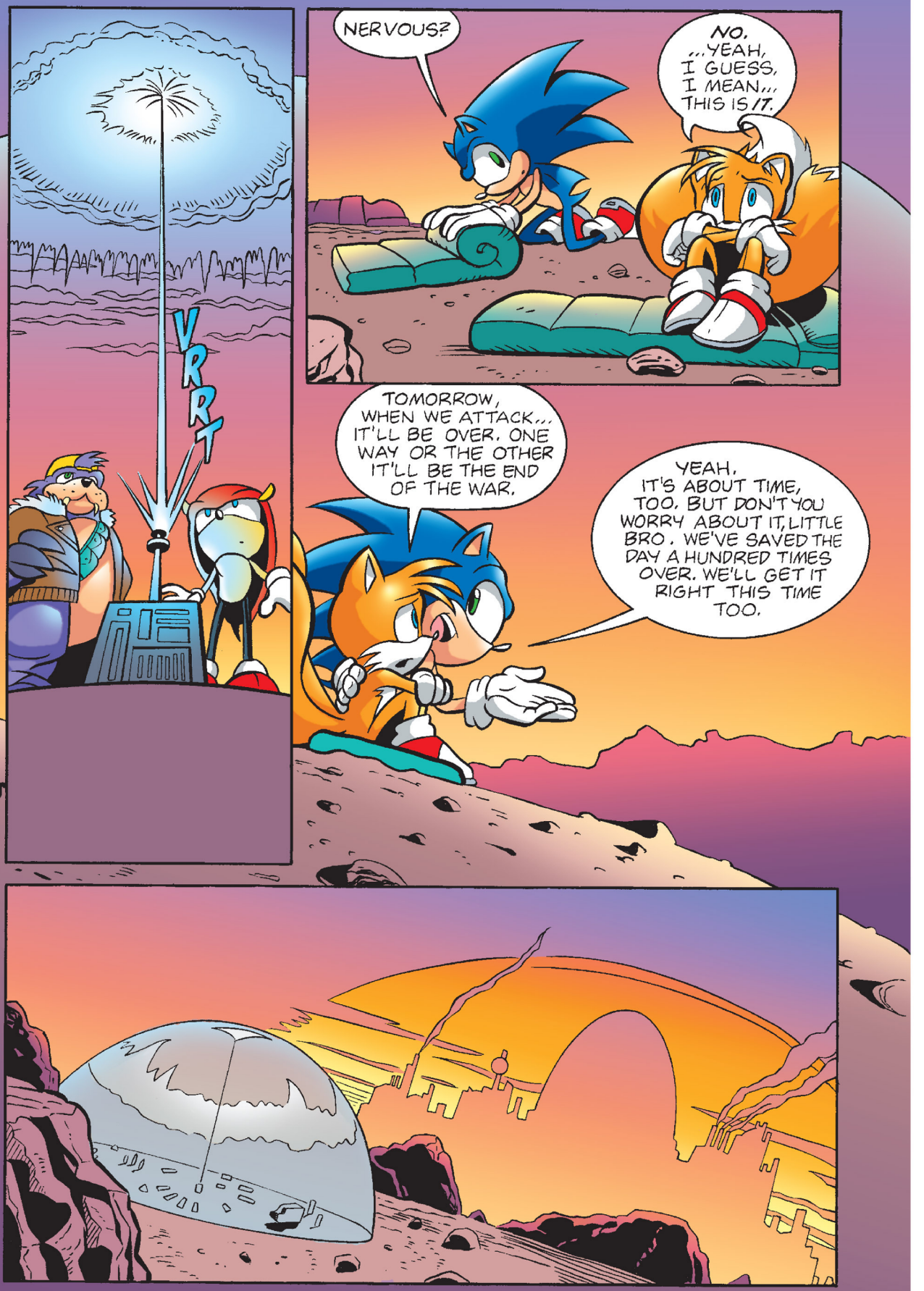

GOOD THROW, BUD!
GOOD LUCK!
HERE HE COMES, SUGAH-HOG!
ALMOST THERE!
HAVING FLOWN THE TORNADO A FAIR BIT, I SHOULD WARN YOU ABOUT FLYING STRAIGHT UP, DOC.
YOU RUN THE RISK OF STALLING OUT.
KOFF

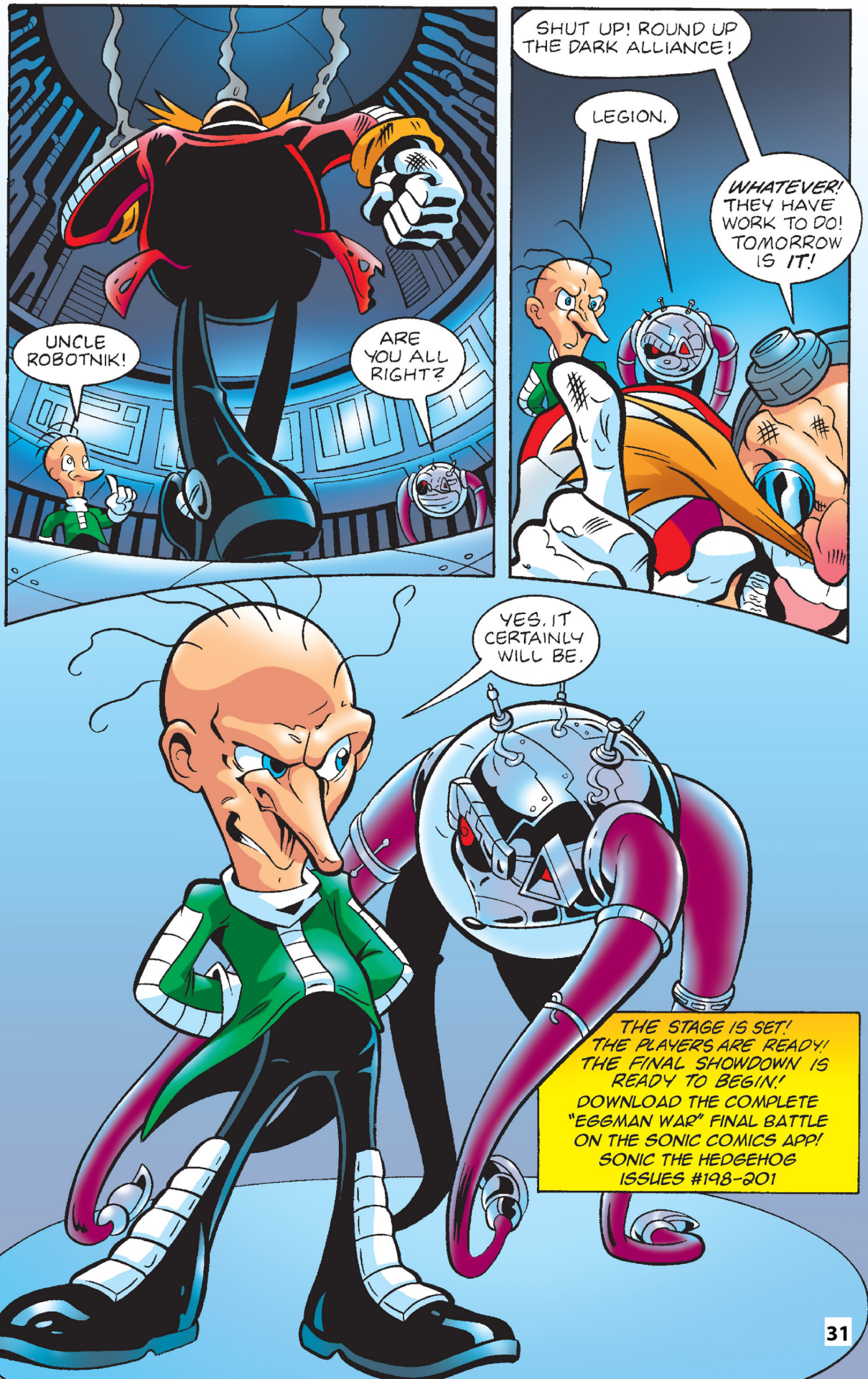
SERIOUSLY, DUDE. YOU'RE SUPPOSED TO BE A GENIUS.
DON'T YOU *DARE* MOCK ME! I'LL BURN YOU ALIVE! ALL OF YOU!
THE FIRES ARE OUT! NOW'S OUR CHANCE!
IT'S LIKE PLANTING FLOWERS!
JUST DO IT QUICKLY, DEAR!
RRH-RRHHR
RRH-RRHH-RWORW
NICE WORK, GUYS! NOW LET'S GET OUT OF HERE!


HE'S COMING AROUND.
TAILS...?
THEY HAVE A LIMITED RANGE.
WE HAVE TO WAIT UNTIL HE'S CLOSE ENOUGH.
TAILS...!
ALMOST... ALMOST...!
FZZT
DEET
NOOOOOOO!!!

CRASH
NOOO,,,
NOOOOOO--
NOT-- POSSIBLE!
CAN'T -- WON'T--
HOW--
RRRGH!?!?!
PWOOMP
KRA-KOOM
AUGH!


SONIC! ARE YOU OKAY?
YEAH, JUST MEDIUM RARE.
ALL CLEAR?
YES, YOU'RE GOOD. PARK IT OVER HERE AND WE'LL UNLOAD THE SHIELD GENERATOR.
WAIT, THAT'S IT?
YES, THAT'S "IT". WE'VE MADE IT TO THE EGGDOME'S PERIMETER, DRIVEN BACK THE LEGION, AND SURVIVED ONE OF ROBOTNIK'S KILLER MACHINES.
I SUPPOSE THAT MAKES FOR A FULL DAY. Y'KNOW, FOR YOU PEOPLE.
HONESTLY! GO SET UP CAMP FOR THE NIGHT.
HA HA HA! SURE, SURE.


VRRT
NERVOUS?
NO. ...YEAH, I GUESS, I MEAN... THIS IS IT.
TOMORROW, WHEN WE ATTACK... IT'LL BE OVER. ONE WAY OR THE OTHER IT'LL BE THE END OF THE WAR.
YEAH, IT'S ABOUT TIME, TOO. BUT DON'T YOU WORRY ABOUT IT, LITTLE BRO. WE'VE SAVED THE DAY A HUNDRED TIMES OVER. WE'LL GET IT RIGHT THIS TIME TOO.


UNCLE ROBOTNIK!
ARE YOU ALL RIGHT?
SHUT UP! ROUND UP THE DARK ALLIANCE!
LEGION.
WHATEVER! THEY HAVE WORK TO DO! TOMORROW IS IT!
YES. IT CERTAINLY WILL BE.
THE STAGE IS SET! THE PLAYERS ARE READY! THE FINAL SHOWDOWN IS READY TO BEGIN!
DOWNLOAD THE COMPLETE "EGGMAN WAR" FINAL BATTLE ON THE SONIC COMICS APP!
SONIC THE HEDGEHOG ISSUES #198-201

SONIC
HEDGEHOG

SPAZ

SPAZ
AFTER LEE

SPAZ

Ben Bates

GREG HORN

Ben Bates

SPAZ

SPAZ
AFTER LEE

SPAZ
SPAZ

SPAZ

Tracy Yardley!

HUN
ZEK
ER

SCOURGE
THE EVIL HEDGEHOG
SPAZ

SPAZ
AFTER LEE

Travis Yeardley!
Hunzeker

Tracy Yardley Hunzeker

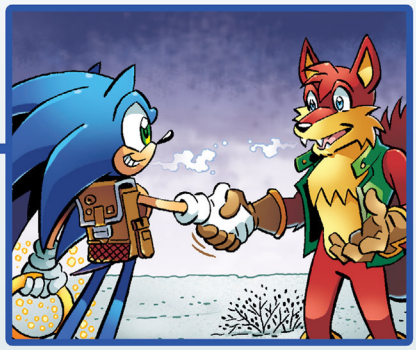
SONIC SUPER SPECIAL COMIC FEATURE:

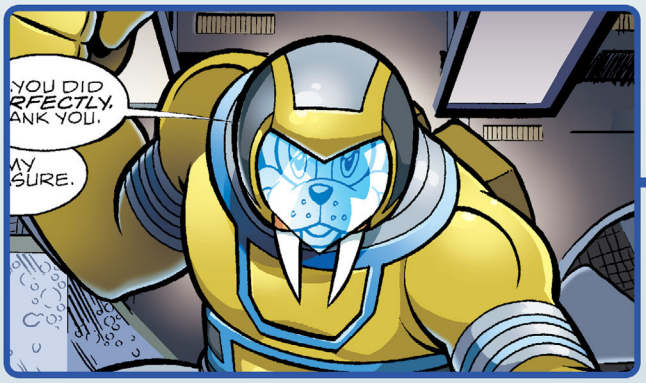
SONIC THE HEDGEHOG #216

PREVIOUSLY...

TERROR IN THE TUNDRA!

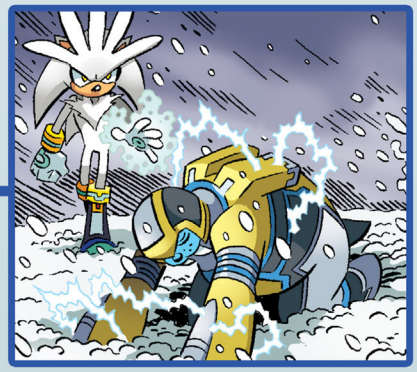
SONIC THE HEDGEHOG HAS HEADED NORTH TO MEET UP WITH THE **ARCTIC FREEDOM FIGHTERS** FOLLOWING A DISTRESS CALL THE COUNCIL OF ACORN INTERCEPTED. IT APPEARS AS THOUGH **EGGMAN** IS UP TO NO GOOD AND SOME SORT OF MASSIVE REFUELING STATION HAS BEEN ERECTED WITH THE HELP OF A **HYPNOTIZED AND ENSLAVED WALRUS HERD!**





ONLY ONE THING **EGGMAN** DIDN'T TAKE INTO ACCOUNT -- **THAT WALRUS HERD IS FORMER-FREEDOM-FIGHTER ROTOR'S FAMILY!** WITH THE HELP OF A NEW NANITE SUIT BUILT FOR HIM BY **N.I.C.O.L.E.,** ROTOR BLASTED HIS WAY NORTH AS WELL, ONLY TO BE INTERCEPTED BY **SILVER THE HEDGEHOG!**

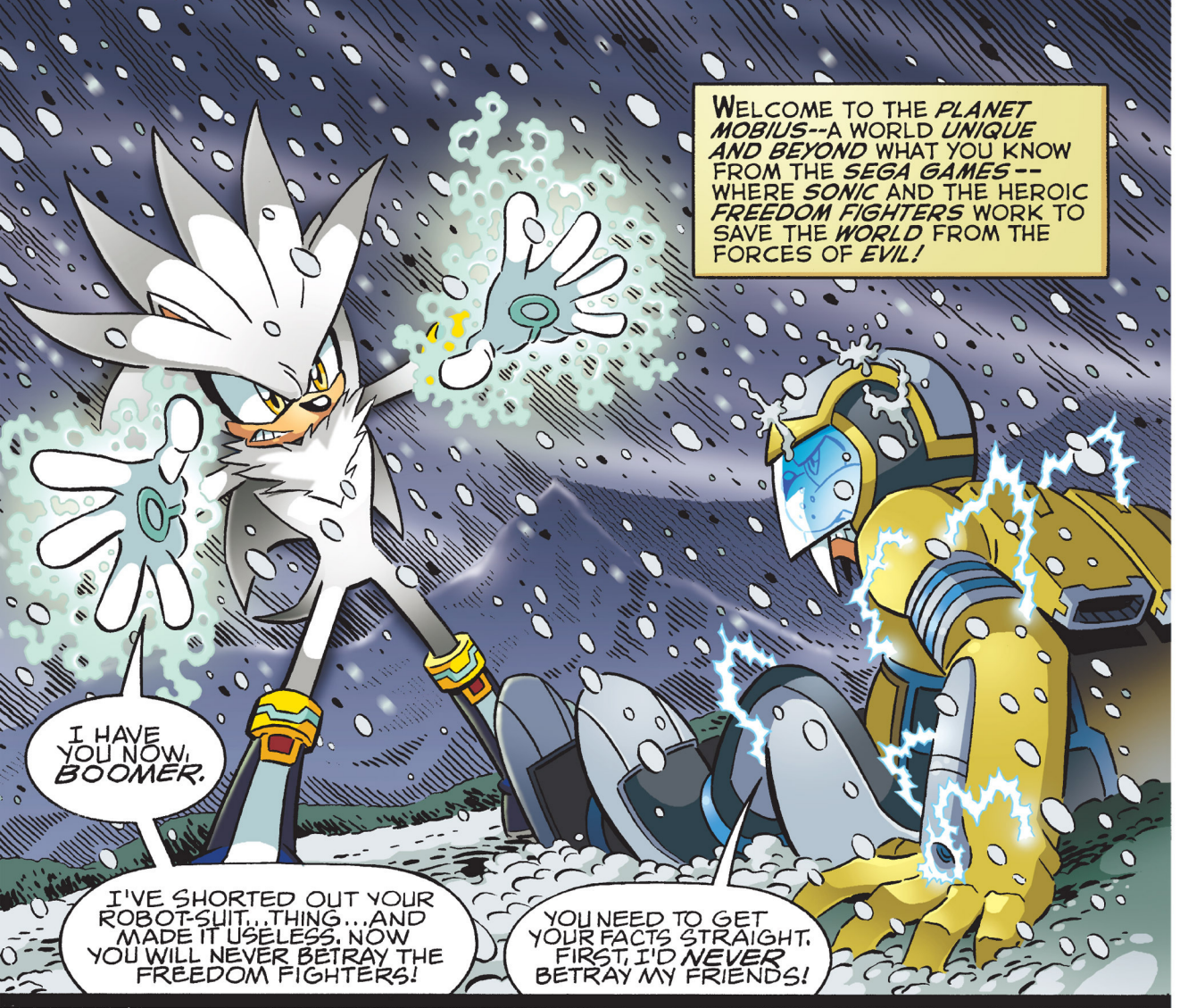
SILVER IS CONVINCED THERE IS A TRAITOR AMONGST THE **FREEDOM FIGHTERS**, AND HE THINKS ROTOR IS IT! LOOKS LIKE **SONIC** AND **THE ARCTIC FF** ARE ON THEIR OWN AGAINST **EGGMAN'S FORCES** AS **ROTOR** FINDS HIMSELF LOCKED IN COMBAT WITH THE **SUPER-POWERED SILVER!**



DID YOU KNOW...

Rotor Walrus's nanite suit was first sketched by artist Ben Bates as one of his first assignments for Archie Comics! Ben would go on to draw dozens of issues of Sonic, Mega Man and New Crusaders for Archie, as well as a slew of covers and off-panel strips!

PEPPERS
JENSEN

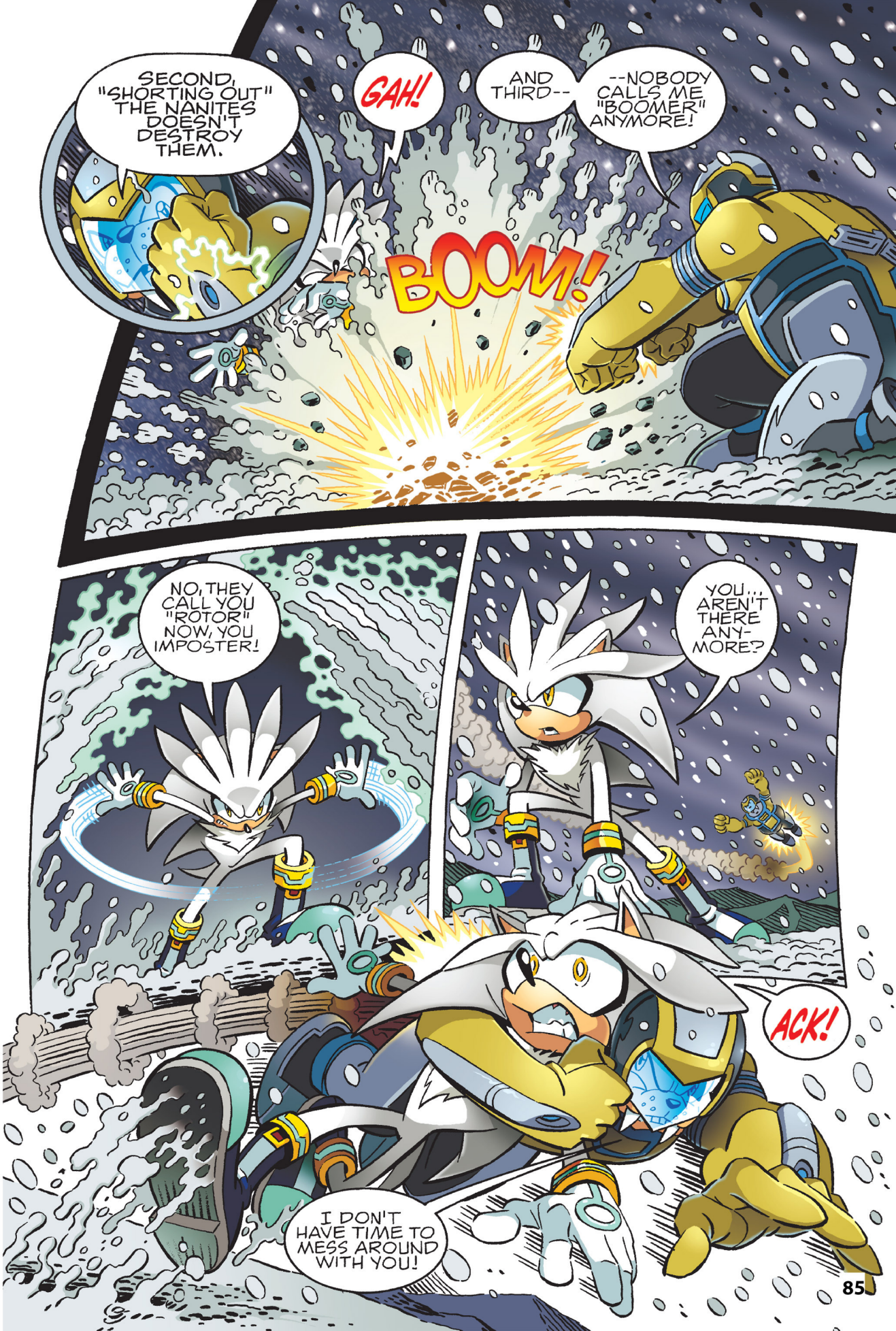

WELCOME TO THE *PLANET MOBIUS*--A WORLD *UNIQUE AND BEYOND* WHAT YOU KNOW FROM THE *SEGA GAMES*--WHERE *SONIC* AND THE HEROIC *FREEDOM FIGHTERS* WORK TO SAVE THE *WORLD* FROM THE FORCES OF *EVIL!*
I HAVE YOU NOW, *BOOMER.*
I'VE SHORTED OUT YOUR ROBOT-SUIT...THING...AND MADE IT USELESS. NOW YOU WILL NEVER BETRAY THE FREEDOM FIGHTERS!
YOU NEED TO GET YOUR FACTS STRAIGHT. FIRST, I'D *NEVER* BETRAY MY FRIENDS!

Family MATTERS

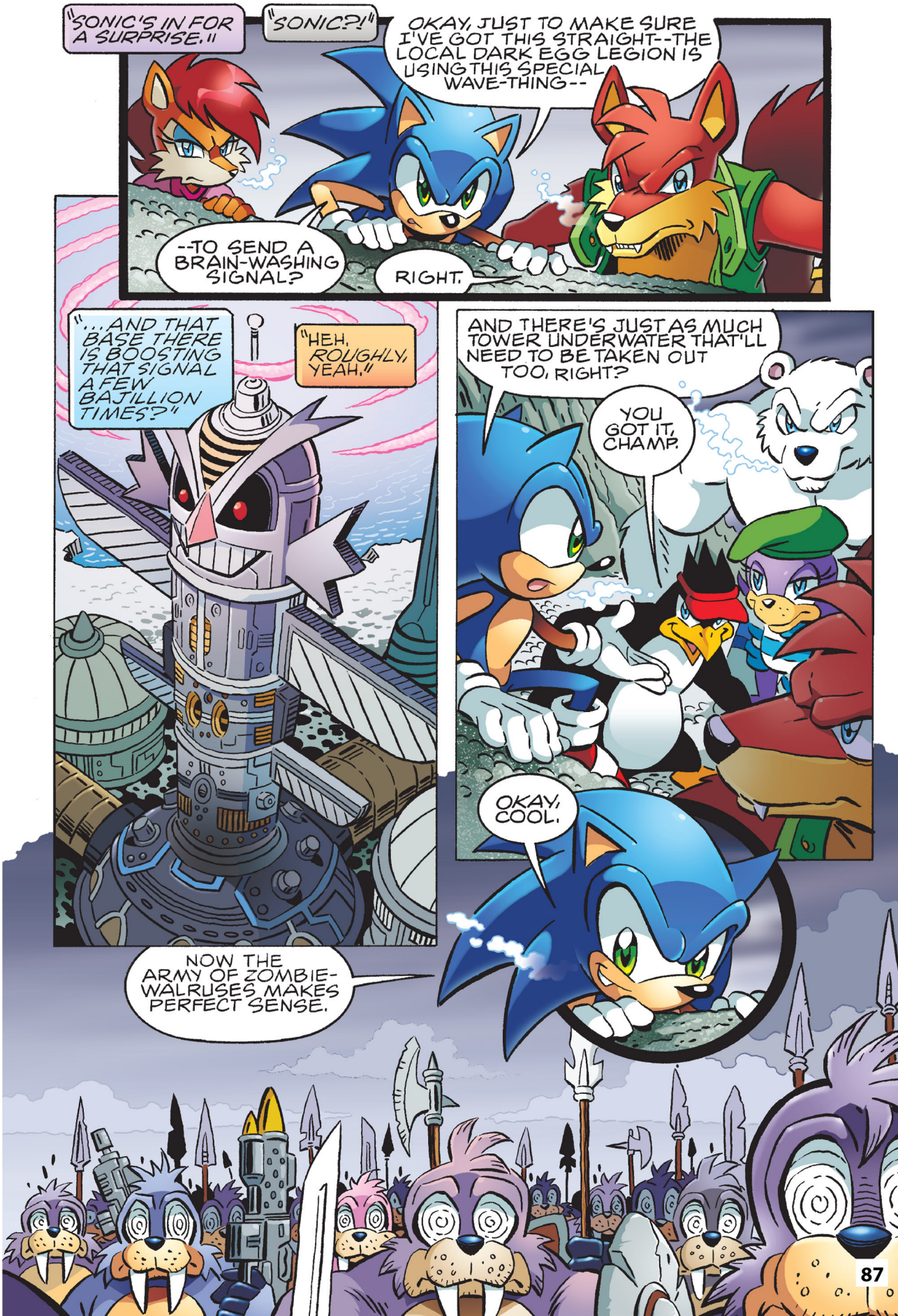
WRITER: IAN FLYNN
PENCILS: STEVEN BUTLER
INKER: TERRY AUSTIN

COLORS: MATT HERMS
LETTERS: JOHN WORKMAN
COVER BY JAMAL PEPPERS, TERRY AUSTIN, AND JASON JENSEN
EDITOR: PAUL KAMINSKI

MANAGING EDITOR: MIKE PELLERITO
EDITOR-IN-CHIEF: VICTOR GORELICK
SPECIAL THANKS TO: CINDY CHAU AND JERRY CHU AT SEGA

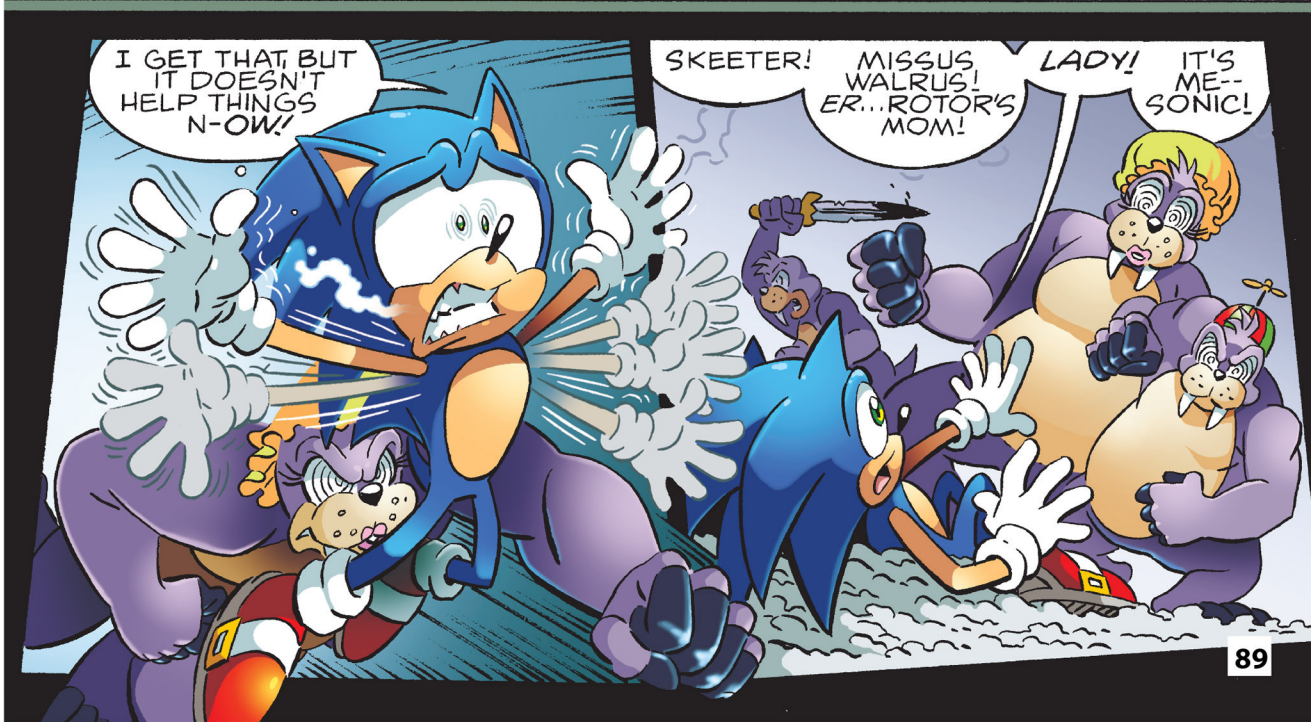

SECOND, "SHORTING OUT" THE NANITES DOESN'T DESTROY THEM.
GAH!
AND THIRD--
--NOBODY CALLS ME "BOOMER" ANYMORE!
BOOM!
NO, THEY CALL YOU "ROTOR" NOW, YOU IMPOSTER!
YOU... AREN'T THERE ANY-MORE?
ACK!
I DON'T HAVE TIME TO MESS AROUND WITH YOU!

LOOK...
...WHATEVER PROBLEM YOU HAVE WITH ME CAN WAIT.
MY HERD--MY FAMILY--ARE SLAVES TO DOCTOR ROBOTNIK!
THEY NEED ME, AND THIS MAY BE THE LAST TIME I GET TO DO SOMETHING LIKE THIS!
WHOOP!
OTHER LIVES ARE AT RISK?
HUNDREDS IN MY HERD. THOUSANDS IN THE NORTHERN TUNDRA ALONE.
PLEASE.
I WILL HELP RESCUE YOUR HERD.
OKAY, THEN...

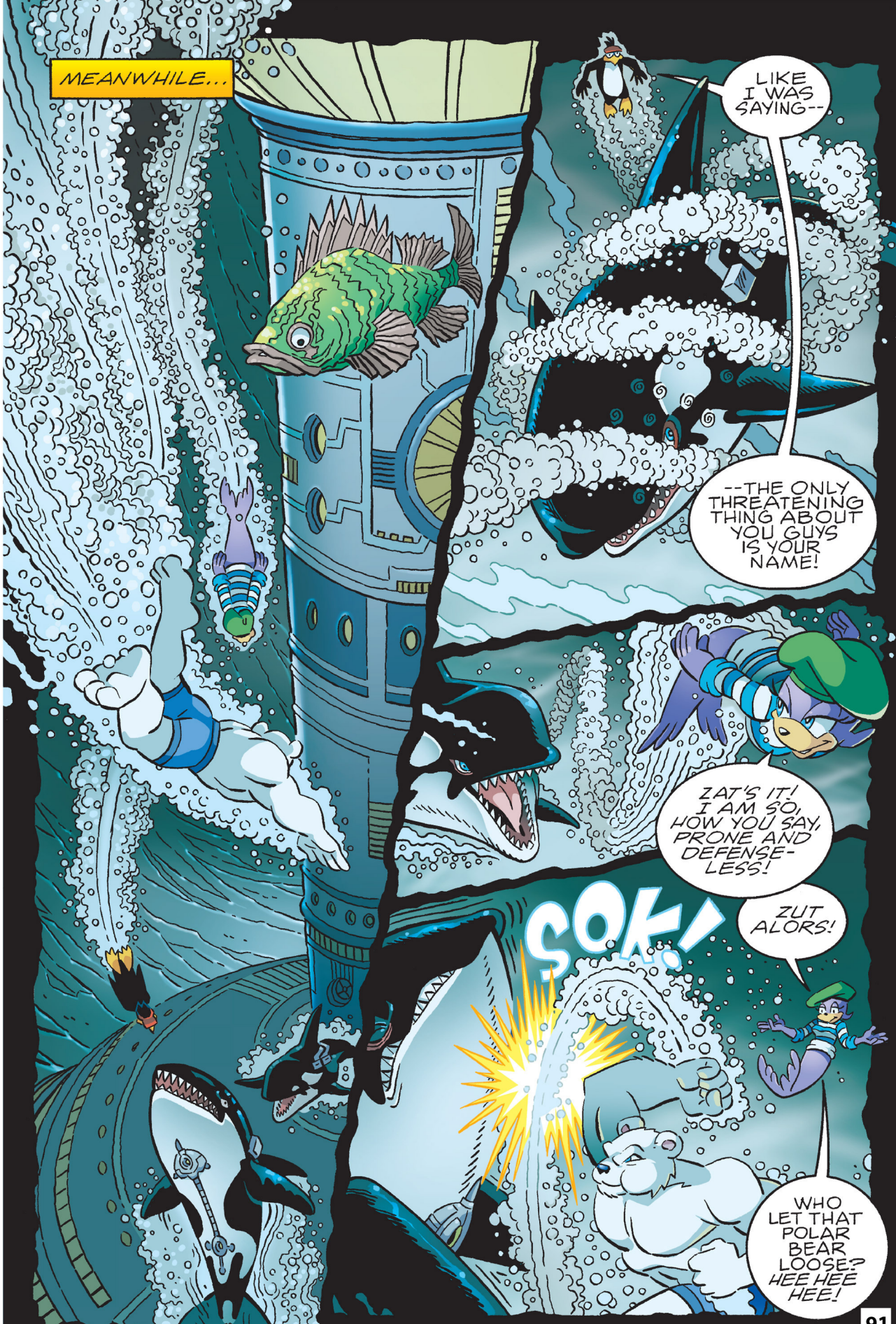

"SONIC'S IN FOR A SURPRISE."
"SONIC?!"
OKAY, JUST TO MAKE SURE I'VE GOT THIS STRAIGHT--THE LOCAL DARK EGG LEGION IS USING THIS SPECIAL WAVE-THING--
--TO SEND A BRAIN-WASHING SIGNAL?
RIGHT.
"...AND THAT BASE THERE IS BOOSTING THAT SIGNAL A FEW BAJILLION TIMES?"
"HEH, ROUGHLY, YEAH."
AND THERE'S JUST AS MUCH TOWER UNDERWATER THAT'LL NEED TO BE TAKEN OUT TOO, RIGHT?
YOU GOT IT, CHAMP.
OKAY, COOL.
NOW THE ARMY OF ZOMBIE-WALRUSES MAKES PERFECT SENSE.

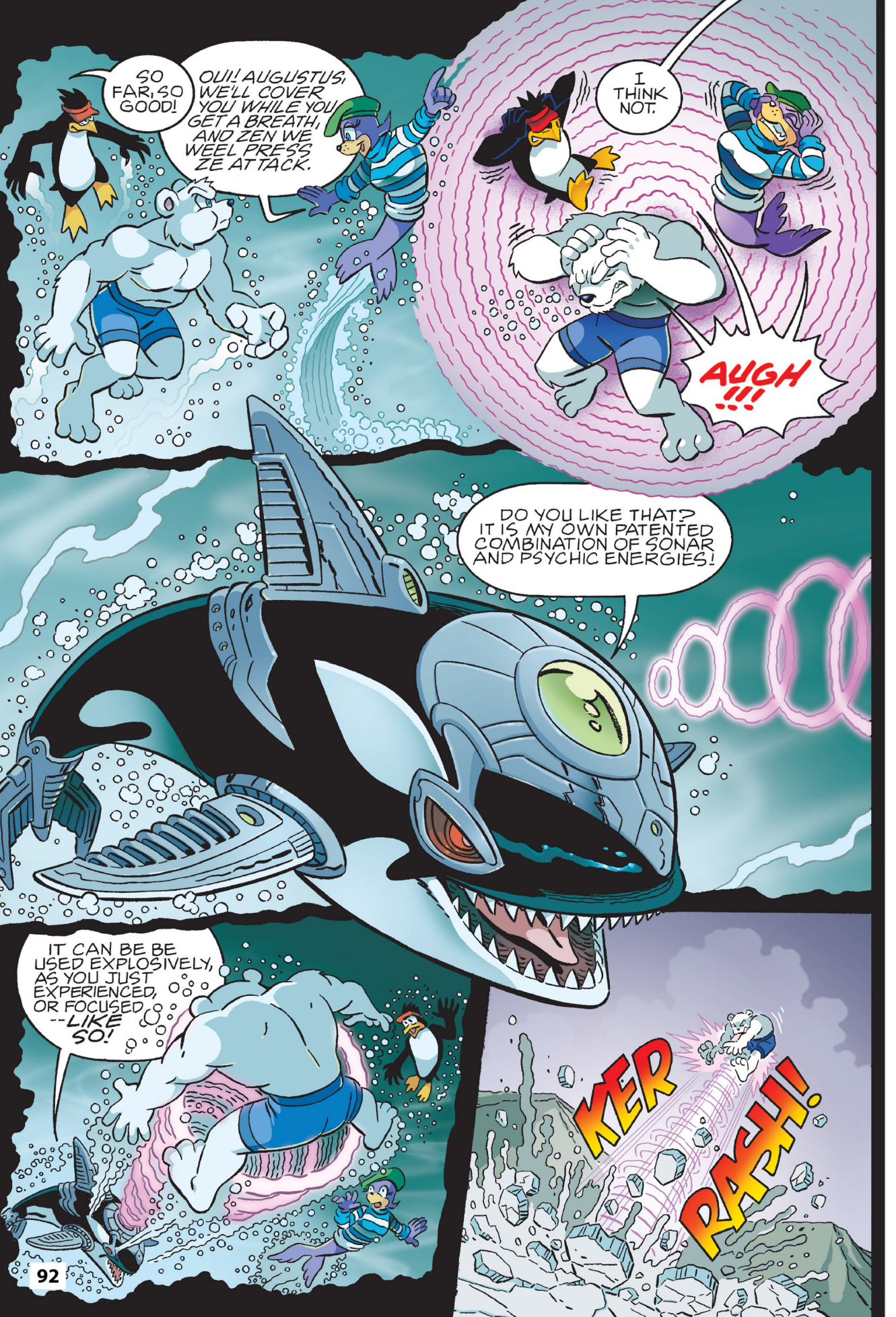
BZZZZZ!
THIS IS IT, SEALIA!
YOU AND YOUR TEAM WILL TAKE CARE OF THE UNDER-WATER TOWER.
OUI, MON CAPITAINE!
CAREFUL DOWN THERE, GUYS. YOUR BRAND OF DARK EGG LEGIONNAIRES SOUNDS NASTY.
MEH, THEY'RE JUST ORCAS. WHAT'S SO SCARY ABOUT "KILLER WHALES"?
I LIKE THEIR STYLE.
WE'VE GOT A GOOD GROUP OF FOLKS.
IF WE'RE DONE BEING ALL SNUGGLY-FRIENDLY, CAN WE MAKE OUR MOVE?
YEAH!
TIME TO DO THAT HERO THANG!

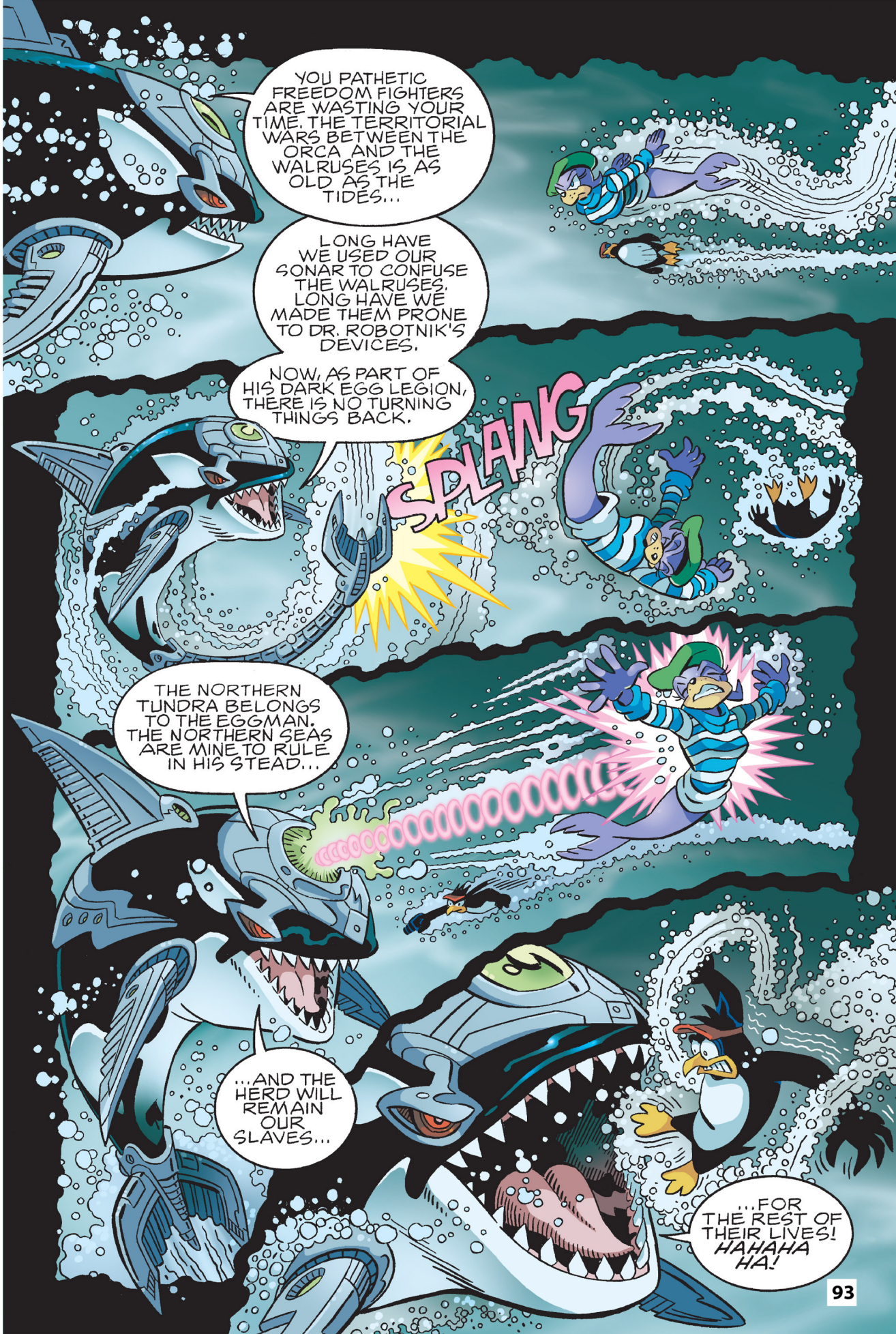
...IF THEY LET US.
SORRY!
BADNIKS I CAN SMASH.
I DON'T MIND KNOCKING A FEW LEGION HEADS TOGETHER.
BUT THE HERD IS INNOCENT!
HNHF!
THAT'S WHY WE'RE TRYING TO TAKE DOWN THAT TOWER! TO FREE THESE POOR PEOPLE...
...ONCE AND FOR ALL!

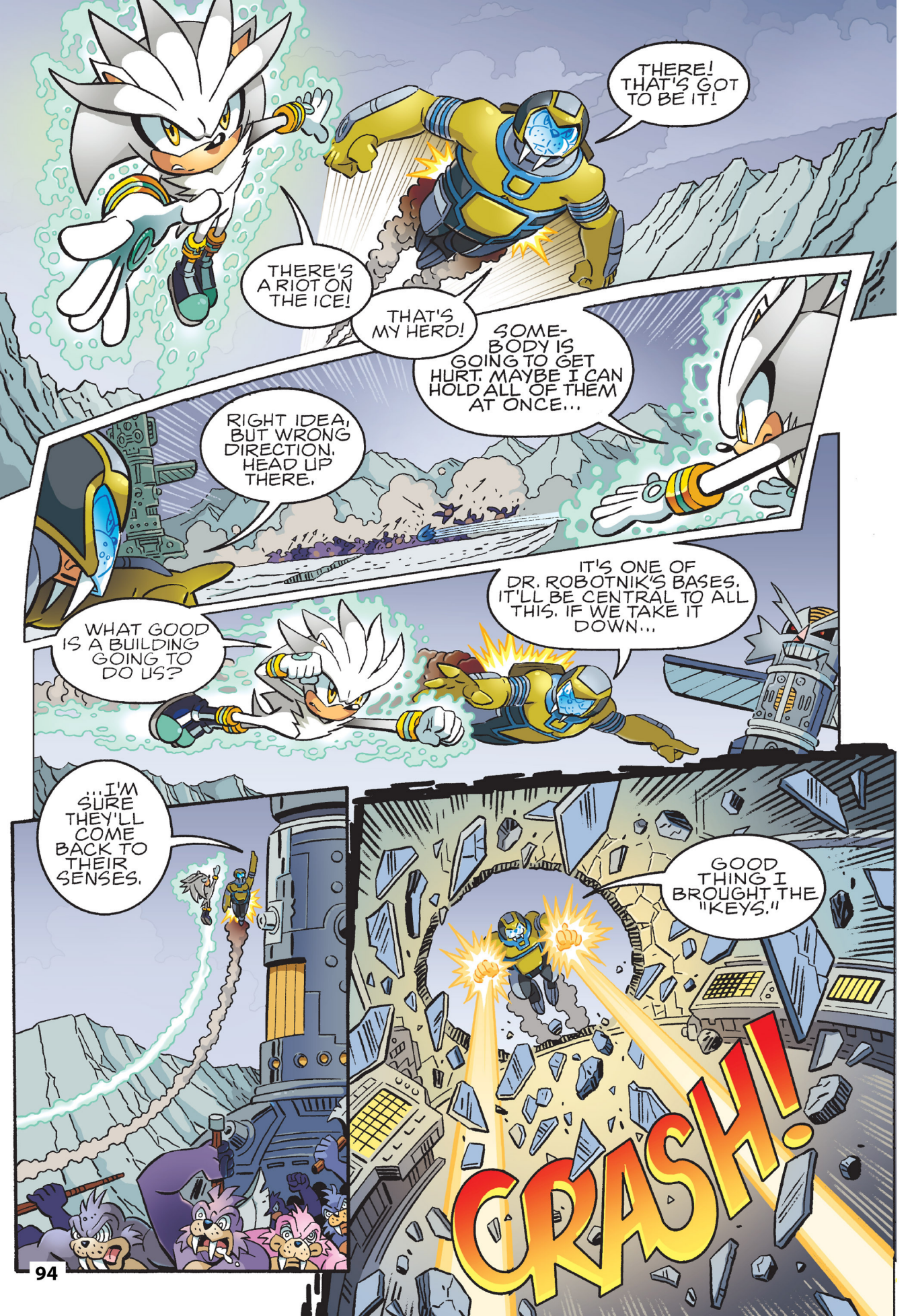

I GET THAT, BUT IT DOESN'T HELP THINGS N-OW!
SKEETER!
MISSUS WALRUS! ER...ROTOR'S MOM!
LADY!
IT'S ME-- SONIC!

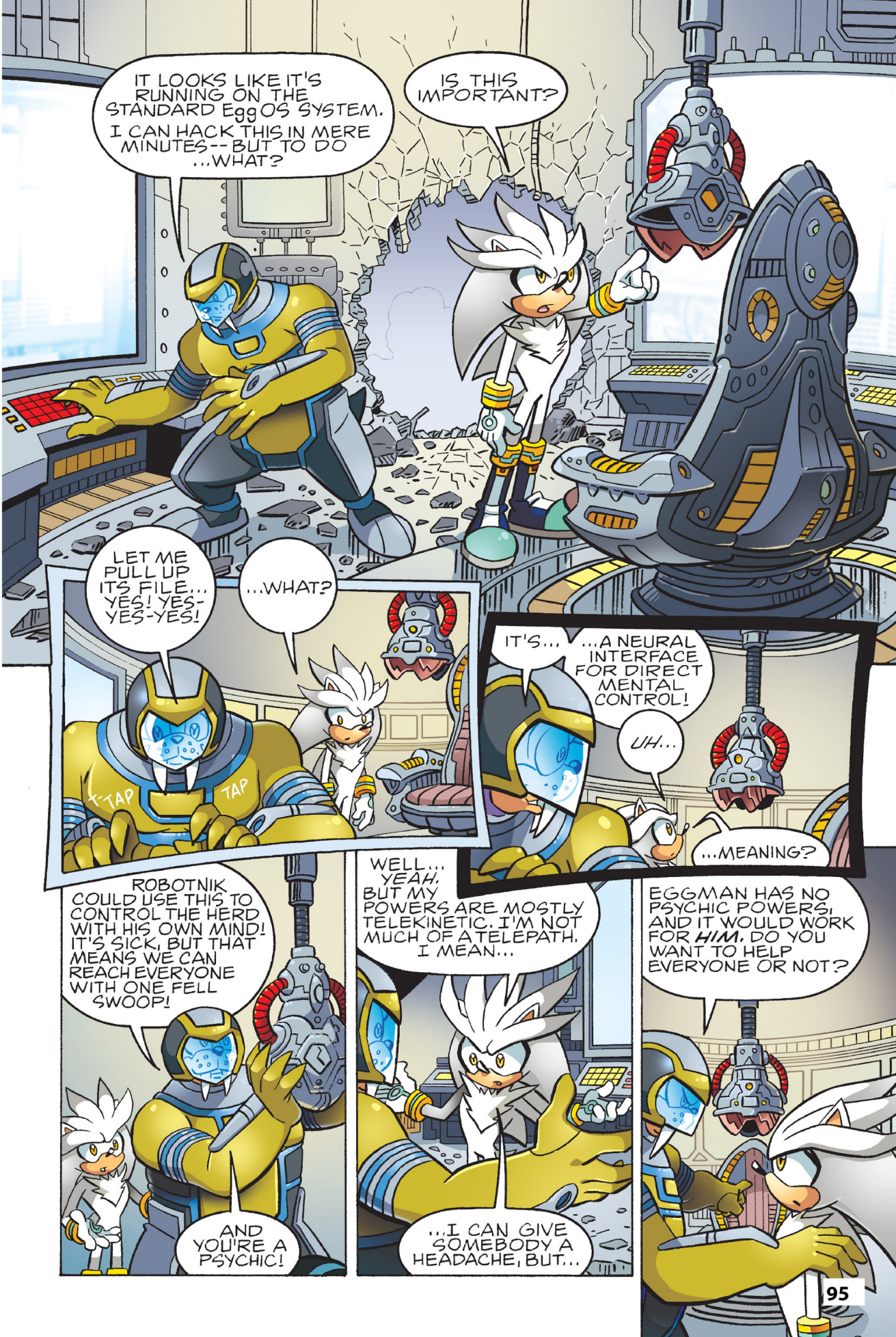
I'M ROTOR'S BEST FRIEND!
HERO OF MOBIUS!
TOO GOOD-LOOKING TO GET PUMMELED!
C'MON, SNAP OUT OF IT!
CLONK
WOW! YOU CAN DO THAT INVISIBLE THING, TOO?
I'M AN ERMINE!
...DOES THAT MAKE YOU A NINJA?
FOCUS, HEDGEHOG! EITHER HELP, OR GET OUT OF THE WAY!
I HOPE THE OTHER TEAM IS HAVING A BETTER TIME THAN US.

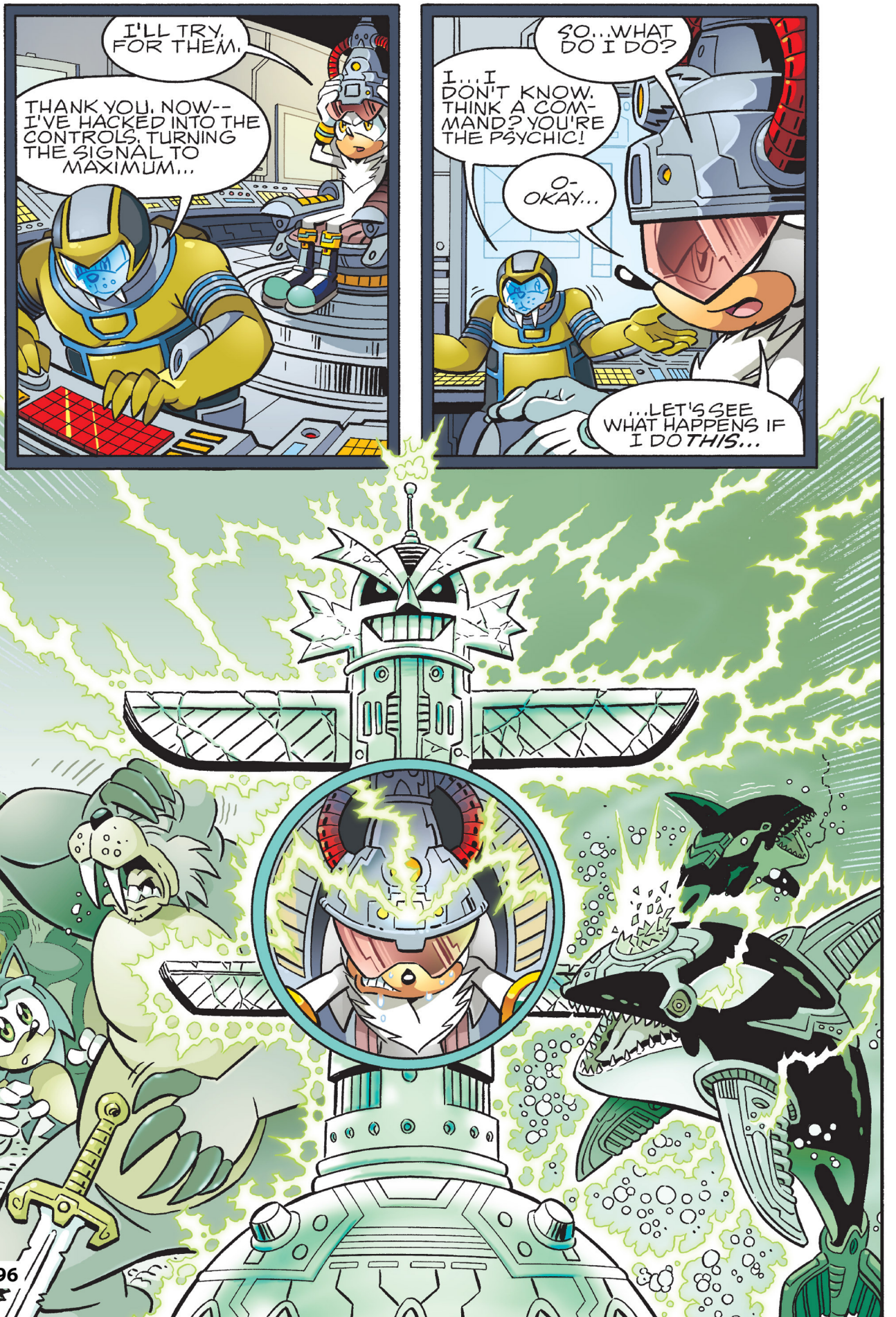

MEANWHILE...
LIKE I WAS SAYING--
--THE ONLY THREATENING THING ABOUT YOU GUYS IS YOUR NAME!
ZAT'S IT! I AM SO, HOW YOU SAY, PRONE AND DEFENSE-LESS!
SOK!
ZUT ALORS!
WHO LET THAT POLAR BEAR LOOSE? HEE HEE HEE!

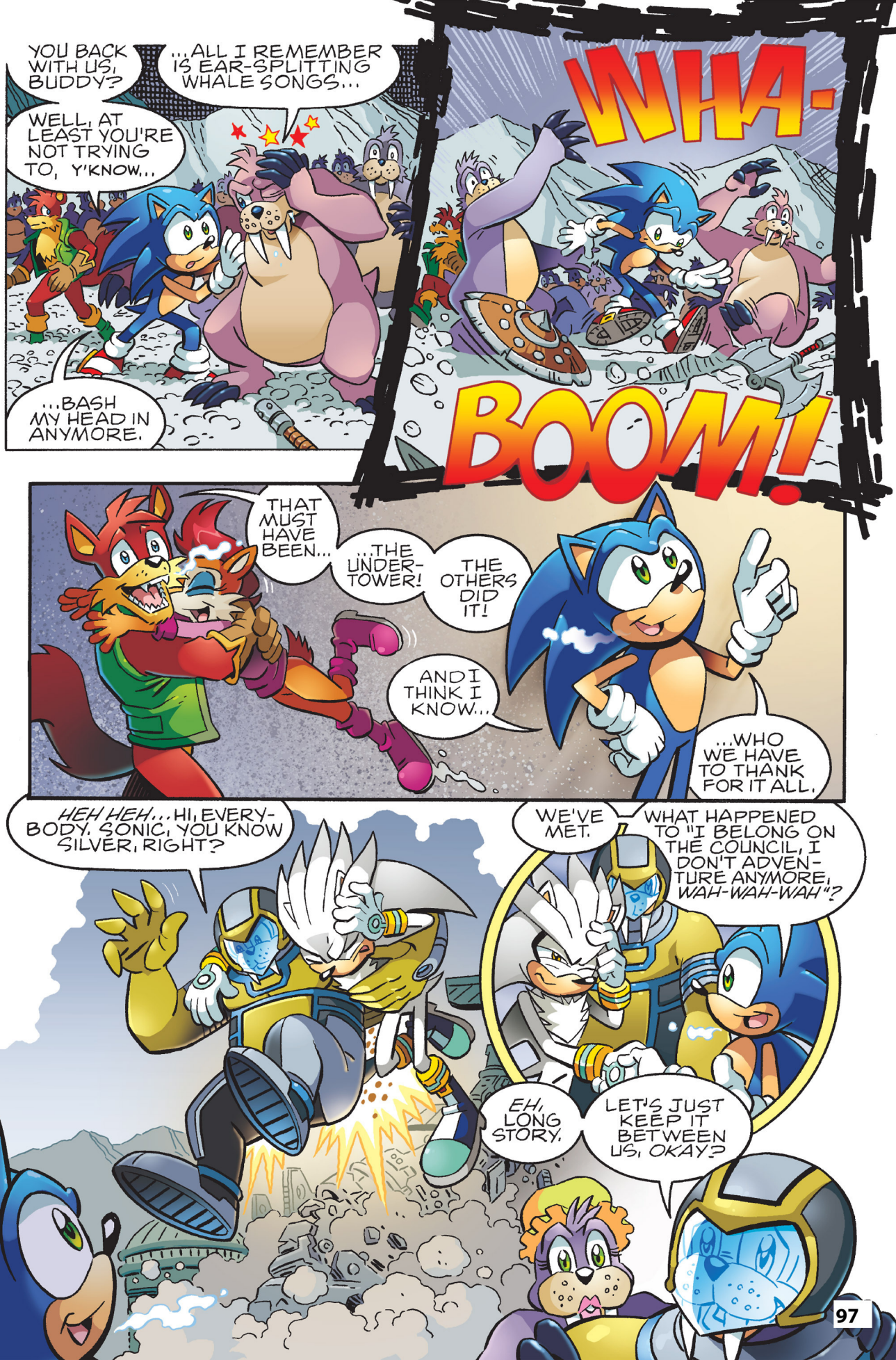

SO FAR, SO GOOD!
OUI! AUGUSTUS, WE'LL COVER YOU WHILE YOU GET A BREATH, AND ZEN WE WEEL PRESS ZE ATTACK.
I THINK NOT.
AUGH !!!
DO YOU LIKE THAT? IT IS MY OWN PATENTED COMBINATION OF SONAR AND PSYCHIC ENERGIES!
IT CAN BE BE USED EXPLOSIVELY, AS YOU JUST EXPERIENCED, OR FOCUSED --LIKE SO!
KER
RACH!

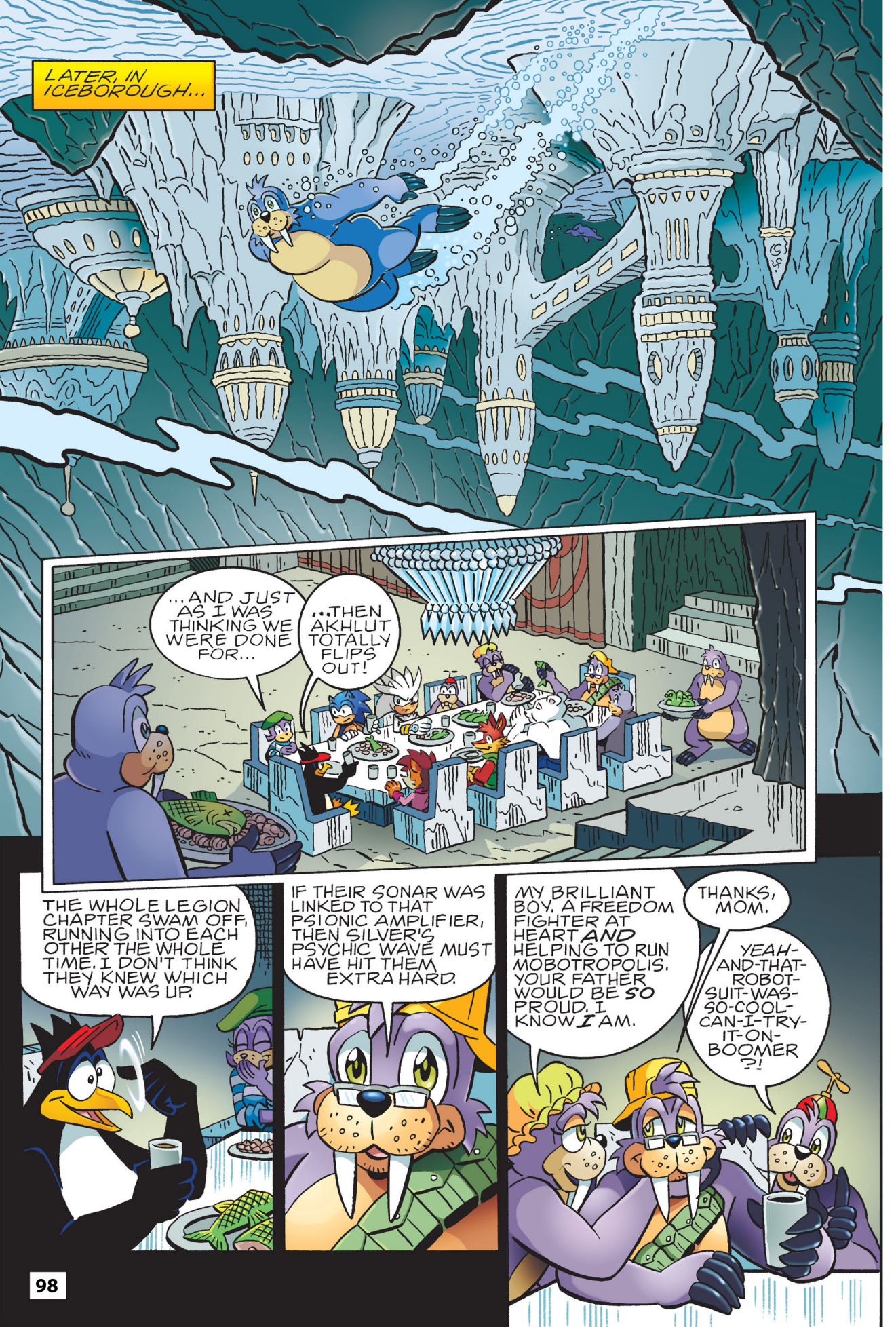

YOU PATHETIC FREEDOM FIGHTERS ARE WASTING YOUR TIME. THE TERRITORIAL WARS BETWEEN THE ORCA AND THE WALRUSES IS AS OLD AS THE TIDES...
LONG HAVE WE USED OUR SONAR TO CONFUSE THE WALRUSES. LONG HAVE WE MADE THEM PRONE TO DR. ROBOTNIK'S DEVICES.
NOW, AS PART OF HIS DARK EGG LEGION, THERE IS NO TURNING THINGS BACK.
SPLANG
THE NORTHERN TUNDRA BELONGS TO THE EGGMAN. THE NORTHERN SEAS ARE MINE TO RULE IN HIS STEAD...
...AND THE HERD WILL REMAIN OUR SLAVES...
...FOR THE REST OF THEIR LIVES! HAHAHA HA!

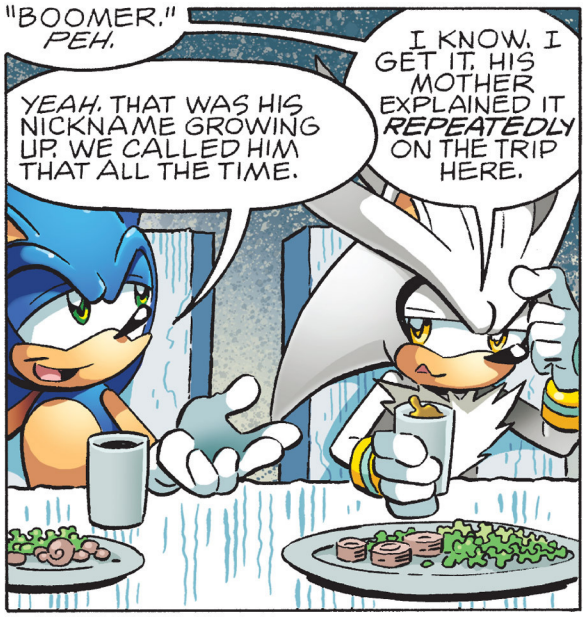

THERE! THAT'S GOT TO BE IT!
THERE'S A RIOT ON THE ICE!
THAT'S MY HERD!
SOME-BODY IS GOING TO GET HURT. MAYBE I CAN HOLD ALL OF THEM AT ONCE...
RIGHT IDEA, BUT WRONG DIRECTION. HEAD UP THERE.
IT'S ONE OF DR. ROBOTNIK'S BASES. IT'LL BE CENTRAL TO ALL THIS. IF WE TAKE IT DOWN...
WHAT GOOD IS A BUILDING GOING TO DO US?
...I'M SURE THEY'LL COME BACK TO THEIR SENSES.
GOOD THING I BROUGHT THE "KEYS."
CRASH!

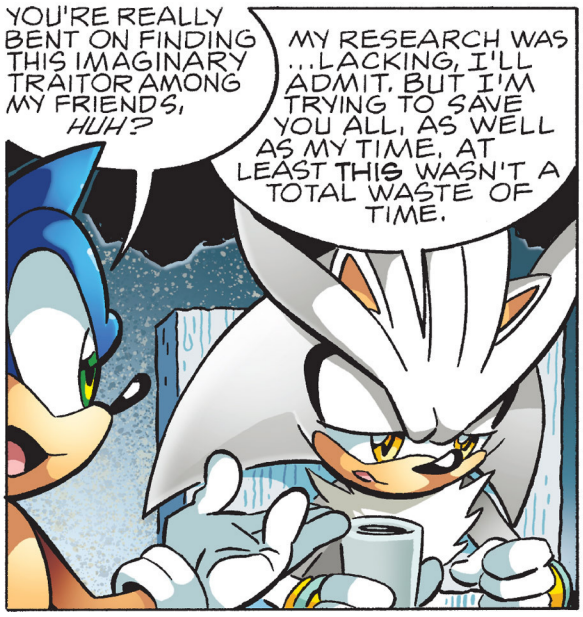

IT LOOKS LIKE IT'S RUNNING ON THE STANDARD EggOS SYSTEM. I CAN HACK THIS IN MERE MINUTES-- BUT TO DO ...WHAT?
IS THIS IMPORTANT?
LET ME PULL UP ITS FILE... YES! YES-YES-YES!
...WHAT?
X-TAP
TAP
IT'S...
...A NEURAL INTERFACE FOR DIRECT MENTAL CONTROL!
UH...
...MEANING?
ROBOTNIK COULD USE THIS TO CONTROL THE HERD WITH HIS OWN MIND! IT'S SICK, BUT THAT MEANS WE CAN REACH EVERYONE WITH ONE FELL SWOOP!
AND YOU'RE A PSYCHIC!
WELL... YEAH. BUT MY POWERS ARE MOSTLY TELEKINETIC. I'M NOT MUCH OF A TELEPATH. I MEAN...
...I CAN GIVE SOMEBODY A HEADACHE, BUT...
EGGMAN HAS NO PSYCHIC POWERS, AND IT WOULD WORK FOR *HIM*. DO YOU WANT TO HELP EVERYONE OR NOT?

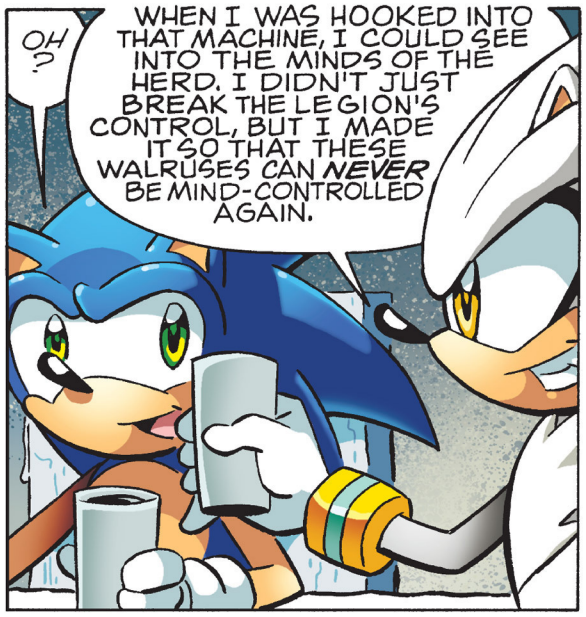

I'LL TRY, FOR THEM.
THANK YOU. NOW-- I'VE HACKED INTO THE CONTROLS, TURNING THE SIGNAL TO MAXIMUM...
SO...WHAT DO I DO?
I...I DON'T KNOW. THINK A COM-MAND? YOU'RE THE PSYCHIC!
O-OKAY...
...LET'S SEE WHAT HAPPENS IF I DO THIS...


YOU BACK WITH US, BUDDY?
...ALL I REMEMBER IS EAR-SPLITTING WHALE SONGS...
WELL, AT LEAST YOU'RE NOT TRYING TO, Y'KNOW...
...BASH MY HEAD IN ANYMORE.
WHA-
BOOM!
THAT MUST HAVE BEEN...
...THE UNDER-TOWER!
THE OTHERS DID IT!
AND I THINK I KNOW...
...WHO WE HAVE TO THANK FOR IT ALL.
HEH HEH... HI, EVERY-BODY. SONIC, YOU KNOW SILVER, RIGHT?
WE'VE MET.
WHAT HAPPENED TO "I BELONG ON THE COUNCIL, I DON'T ADVEN-TURE ANYMORE, WAH-WAH-WAH"?
EH, LONG STORY.
LET'S JUST KEEP IT BETWEEN US, OKAY?


LATER, IN ICEBOROUGH...
...AND JUST AS I WAS THINKING WE WERE DONE FOR...
...THEN AKHLUT TOTALLY FLIPS OUT!
THE WHOLE LEGION CHAPTER SWAM OFF, RUNNING INTO EACH OTHER THE WHOLE TIME. I DON'T THINK THEY KNEW WHICH WAY WAS UP.
IF THEIR SONAR WAS LINKED TO THAT PSIONIC AMPLIFIER, THEN SILVER'S PSYCHIC WAVE MUST HAVE HIT THEM EXTRA HARD.
MY BRILLIANT BOY. A FREEDOM FIGHTER AT HEART *AND* HELPING TO RUN MOBOTROPOLIS. YOUR FATHER WOULD BE *SO* PROUD. I KNOW *I* AM.
THANKS, MOM.
YEAH- AND-THAT- ROBOT- SUIT-WAS- SO-COOL- CAN-I-TRY- IT-ON- BOOMER ?!

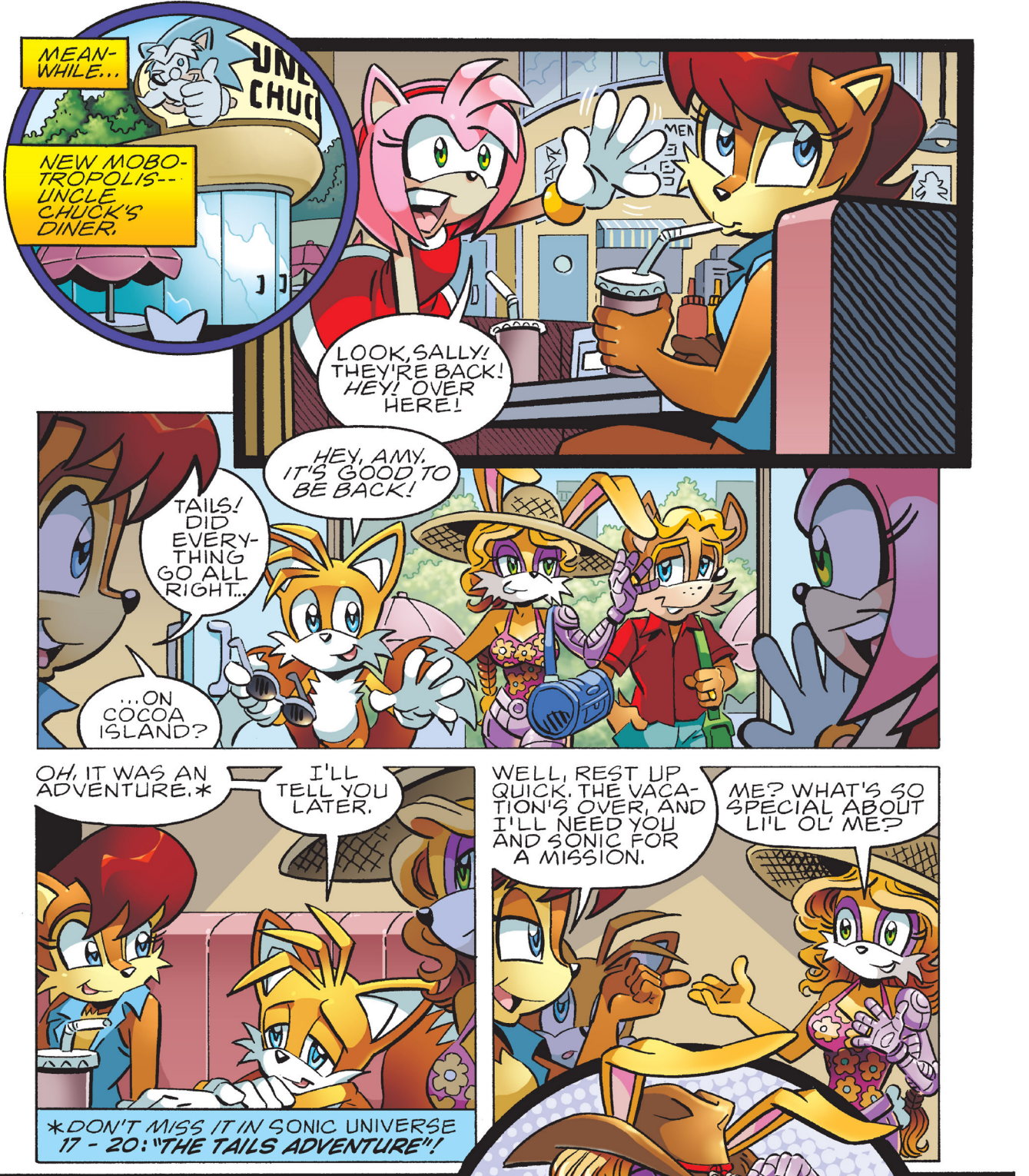

"BOOMER."
PEH.
YEAH. THAT WAS HIS NICKNAME GROWING UP. WE CALLED HIM THAT ALL THE TIME.
I KNOW. I GET IT. HIS MOTHER EXPLAINED IT REPEATEDLY ON THE TRIP HERE.


YOU'RE REALLY BENT ON FINDING THIS IMAGINARY TRAITOR AMONG MY FRIENDS, HUH?
MY RESEARCH WAS ...LACKING, I'LL ADMIT. BUT I'M TRYING TO SAVE YOU ALL, AS WELL AS MY TIME. AT LEAST THIS WASN'T A TOTAL WASTE OF TIME.


OH?
WHEN I WAS HOOKED INTO THAT MACHINE, I COULD SEE INTO THE MINDS OF THE HERD. I DIDN'T JUST BREAK THE LEGION'S CONTROL, BUT I MADE IT SO THAT THESE WALRUSES CAN NEVER BE MIND-CONTROLLED AGAIN.

CLINK
OKAY, THAT IS PRETTY DARN COOL.
THANKS.

YEAH, WELL-- TRY SITTING ACROSS FROM HAMLIN FOR A WEEK--THEN I'LL BE IMPRESSED!
WHAT IN THE WORLD IS A "HAMLIN"...?


MEAN-WHILE...
NEW MOBO-TROPOLIS--UNCLE CHUCK'S DINER.
LOOK, SALLY! THEY'RE BACK! HEY! OVER HERE!
HEY, AMY. IT'S GOOD TO BE BACK!
TAILS! DID EVERY-THING GO ALL RIGHT...
...ON COCOA ISLAND?
OH, IT WAS AN ADVENTURE.*
I'LL TELL YOU LATER.
*DON'T MISS IT IN SONIC UNIVERSE 17 - 20: "THE TAILS ADVENTURE"!
WELL, REST UP QUICK. THE VACA-TION'S OVER, AND I'LL NEED YOU AND SONIC FOR A MISSION.
ME? WHAT'S SO SPECIAL ABOUT LI'L OL' ME?

WHAT INDEED?
CHECK OUT THE SONIC COMICS APP FOR BUNNIE'S ADVENTURE IN SONIC THE HEDGEHOG #217-218 --AVAILABLE FOR DOWNLOAD TODAY!

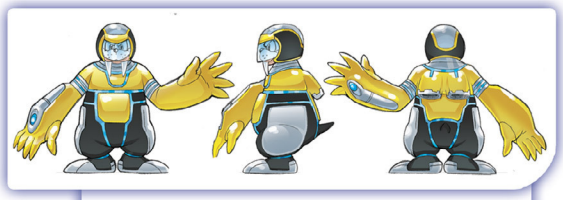
SONIC SUPER SPECIAL CHARACTER PROFILE:

ROTOR! THE WALRUS

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #0

Abilities:
Strength – Above-average strength.
Genius – A brilliant inventor who has created vehicles and weaponry.



ROTOR'S NANITE BATTLESUIT

Rotor's parents, **Sherman** and **Georgette Walrus**, came to **Old Mobotropolis** for new opportunities outside of the traditional **Herd** lifestyle. What they didn't expect was the **Great War**. Rotor grew up listening to his father's war stories and was inspired by tales of the impressive machinery of the war. However, his family would later be torn apart by **Dr. Robotnik's** takeover.

Sherman fell in the initial resistance. Rotor's mother (pregnant with his brother, Skeeter), were lost in the chaos of escaping refugees. Rotor was among many other children separated from their parents. He soon fell in with a group aiming to stop Dr. Robotnik: the **Freedom Fighters**.

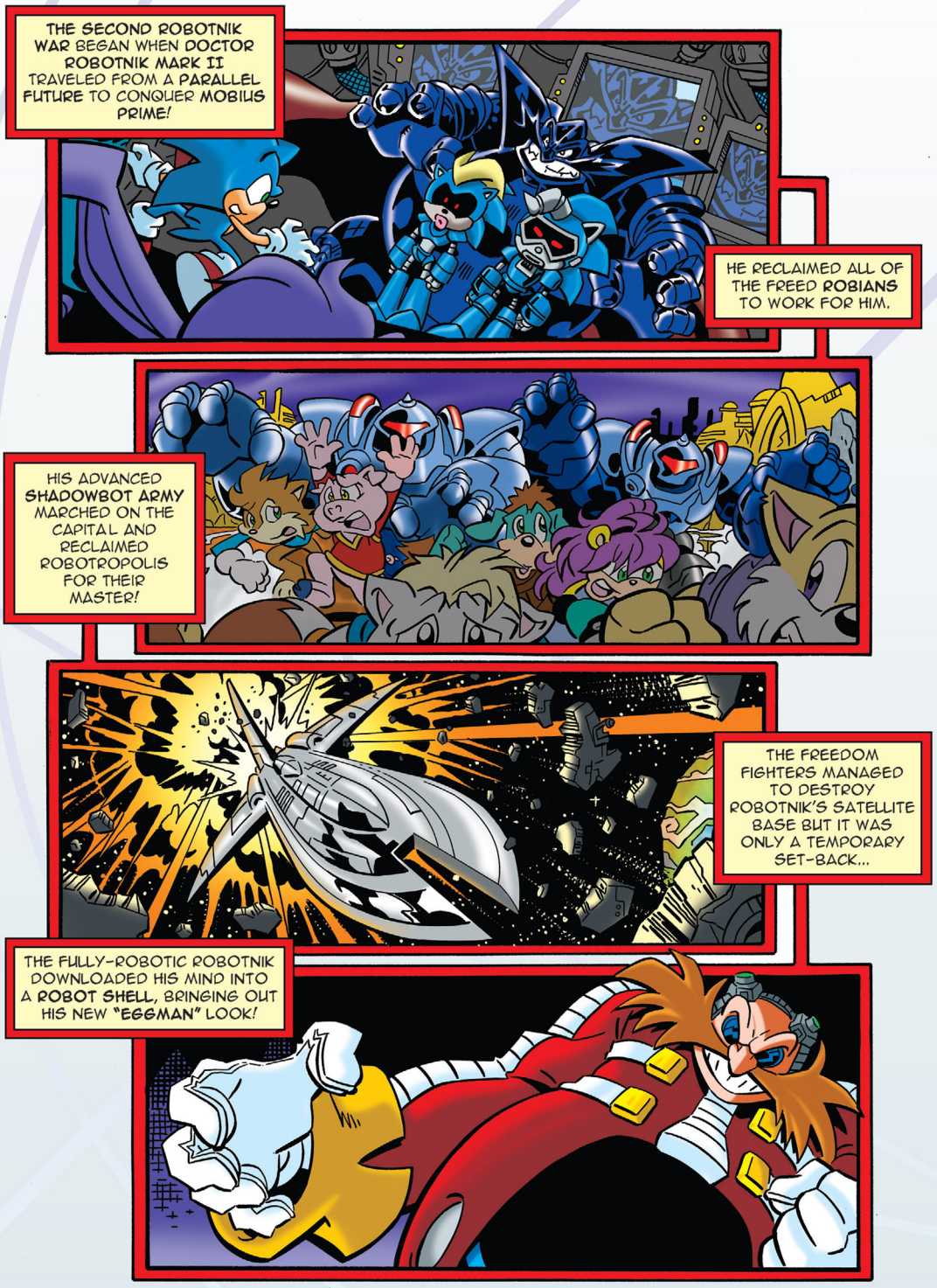
Rotor lent his inventor's prowess to the team. But for every success he had some kind of failure – often with explosive results. This, and his interest in heavy weapons, earned him the nickname "Boomer."

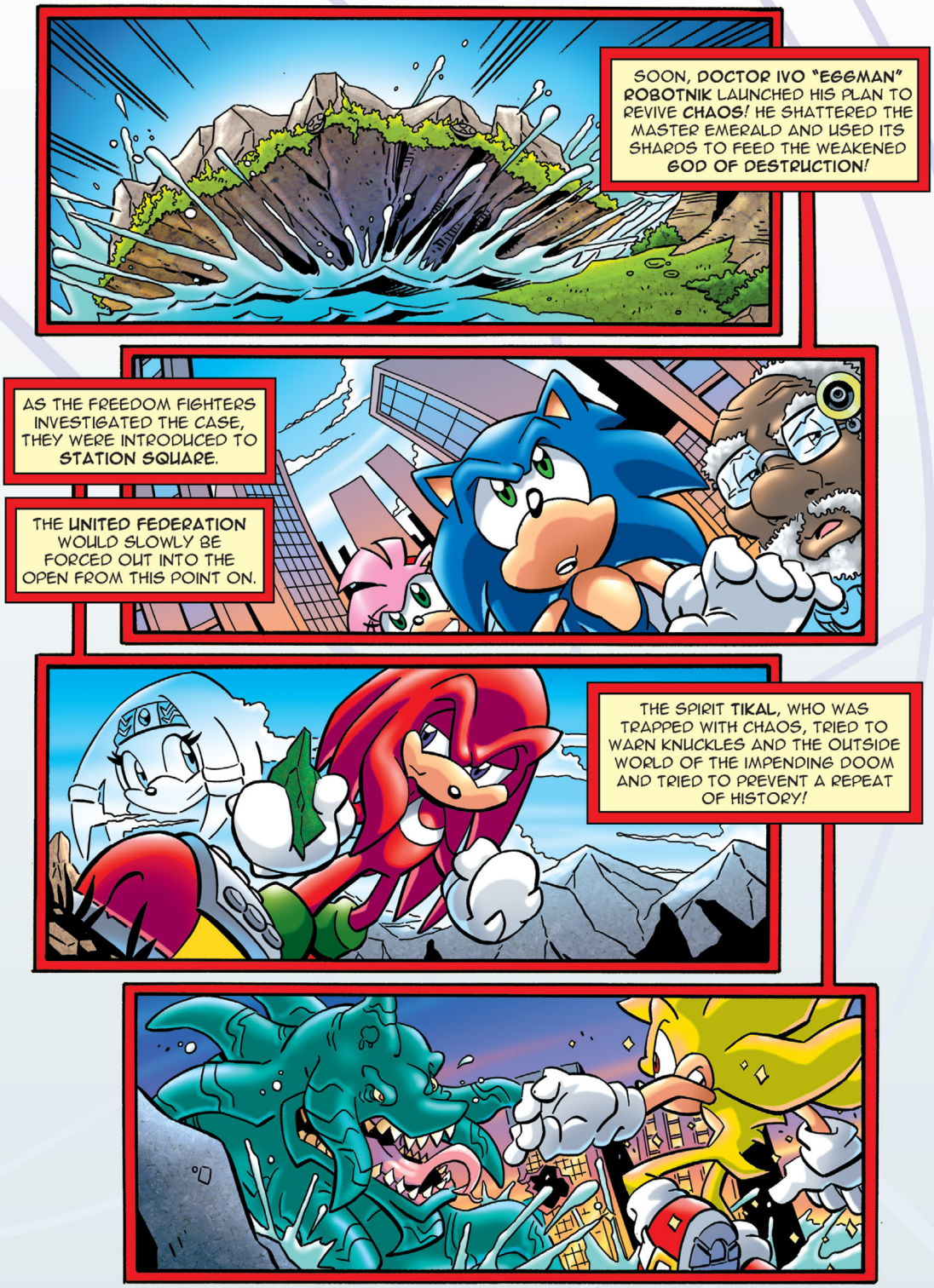
Rotor was a tenacious member of the team and one of **Sonic the Hedgehog's** best friends. He was eager to join the firefights, which seemed odd compared to his otherwise gentle nature. His analytical thinking gained him a seat on both the **Knothole Council** during the **First Robotnik War** and in the **Restoration Committee** in its aftermath. He also played a role in protecting his herd from Dr. Robotnik many times.

During the year Sonic spent in space, however, Rotor's disposition shifted. His zeal for new weaponry put many of his friends in harm's way. Ashamed, Rotor fell upon the kingdom's convention of shunning firearms, even to the point of contradicting himself on his past actions. He also took a less active role in field operations.

During the destruction of Knothole, Rotor rescued **Tails** from a collapsing ceiling, but injured his back in the process. He regained most of his mobility but opted to "retire" to a position on the **Council of Acorn**. When the **Naugus**-led council voted to exile **Nicole**, Rotor resigned out of protest, donned his nanite suit, and became the leader of **Team Freedom**.

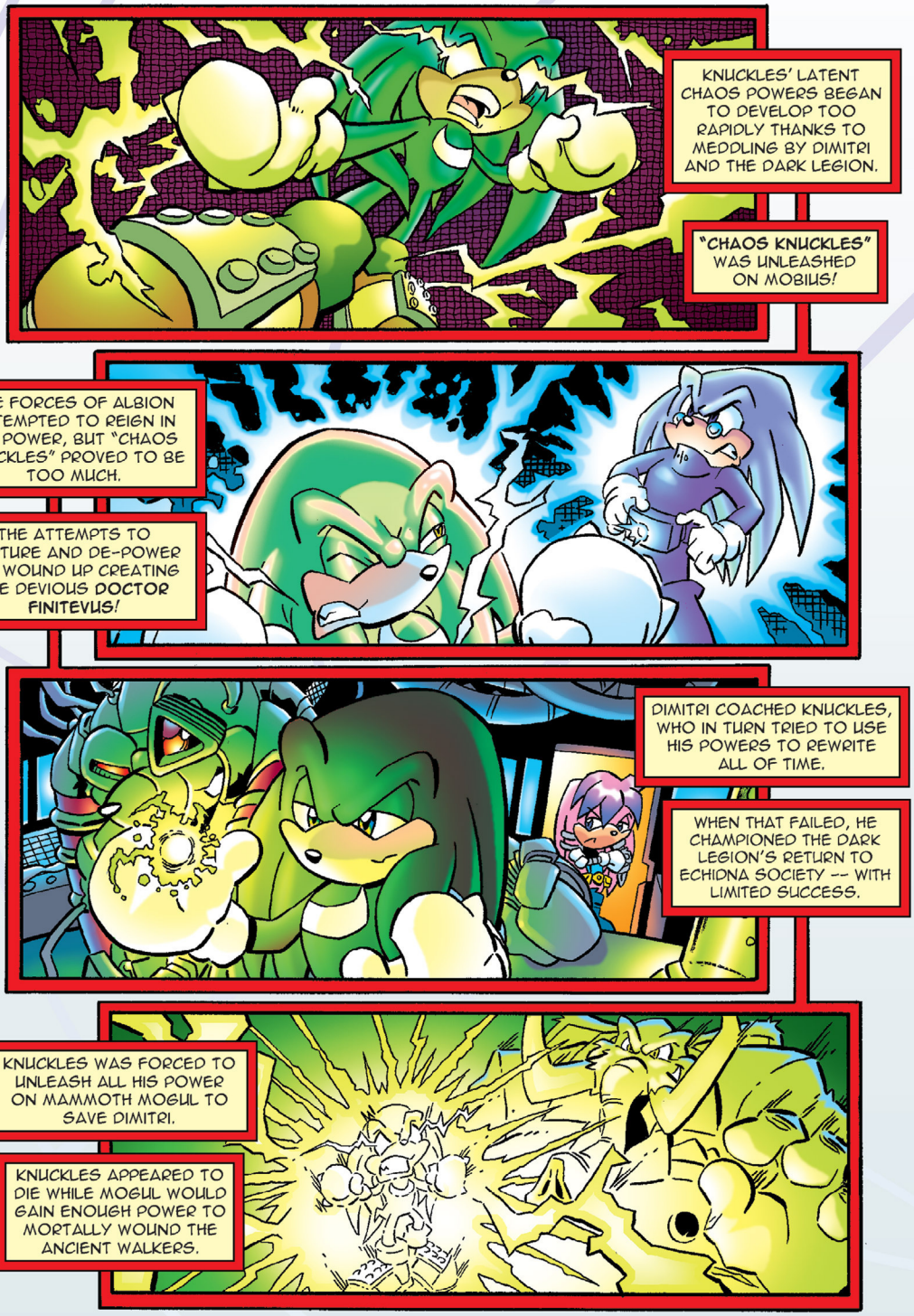
ACTS 1- 20 AVAILABLE IN SONIC SUPER SPECIAL MAGAZINE #'S 1-4 ON SALE NOW!


THE SECOND ROBOTNIK WAR BEGAN WHEN DOCTOR ROBOTNIK MARK II TRAVELED FROM A PARALLEL FUTURE TO CONQUER MOBIUS PRIME!
HE RECLAIMED ALL OF THE FREED ROBIANS TO WORK FOR HIM.
HIS ADVANCED SHADOWBOT ARMY MARCHED ON THE CAPITAL AND RECLAIMED ROBOTROPOLIS FOR THEIR MASTER!
THE FREEDOM FIGHTERS MANAGED TO DESTROY ROBOTNIK'S SATELLITE BASE BUT IT WAS ONLY A TEMPORARY SET-BACK...
THE FULLY-ROBOTIC ROBOTNIK DOWNLOADED HIS MIND INTO A ROBOT SHELL, BRINGING OUT HIS NEW "EGGMAN" LOOK!


SOON, DOCTOR IVO "EGGMAN" ROBOTNIK LAUNCHED HIS PLAN TO REVIVE CHAOS! HE SHATTERED THE MASTER EMERALD AND USED ITS SHARDS TO FEED THE WEAKENED GOD OF DESTRUCTION!
AS THE FREEDOM FIGHTERS INVESTIGATED THE CASE, THEY WERE INTRODUCED TO STATION SQUARE.
THE UNITED FEDERATION WOULD SLOWLY BE FORCED OUT INTO THE OPEN FROM THIS POINT ON.
THE SPIRIT TIKAL, WHO WAS TRAPPED WITH CHAOS, TRIED TO WARN KNUCKLES AND THE OUTSIDE WORLD OF THE IMPENDING DOOM AND TRIED TO PREVENT A REPEAT OF HISTORY!

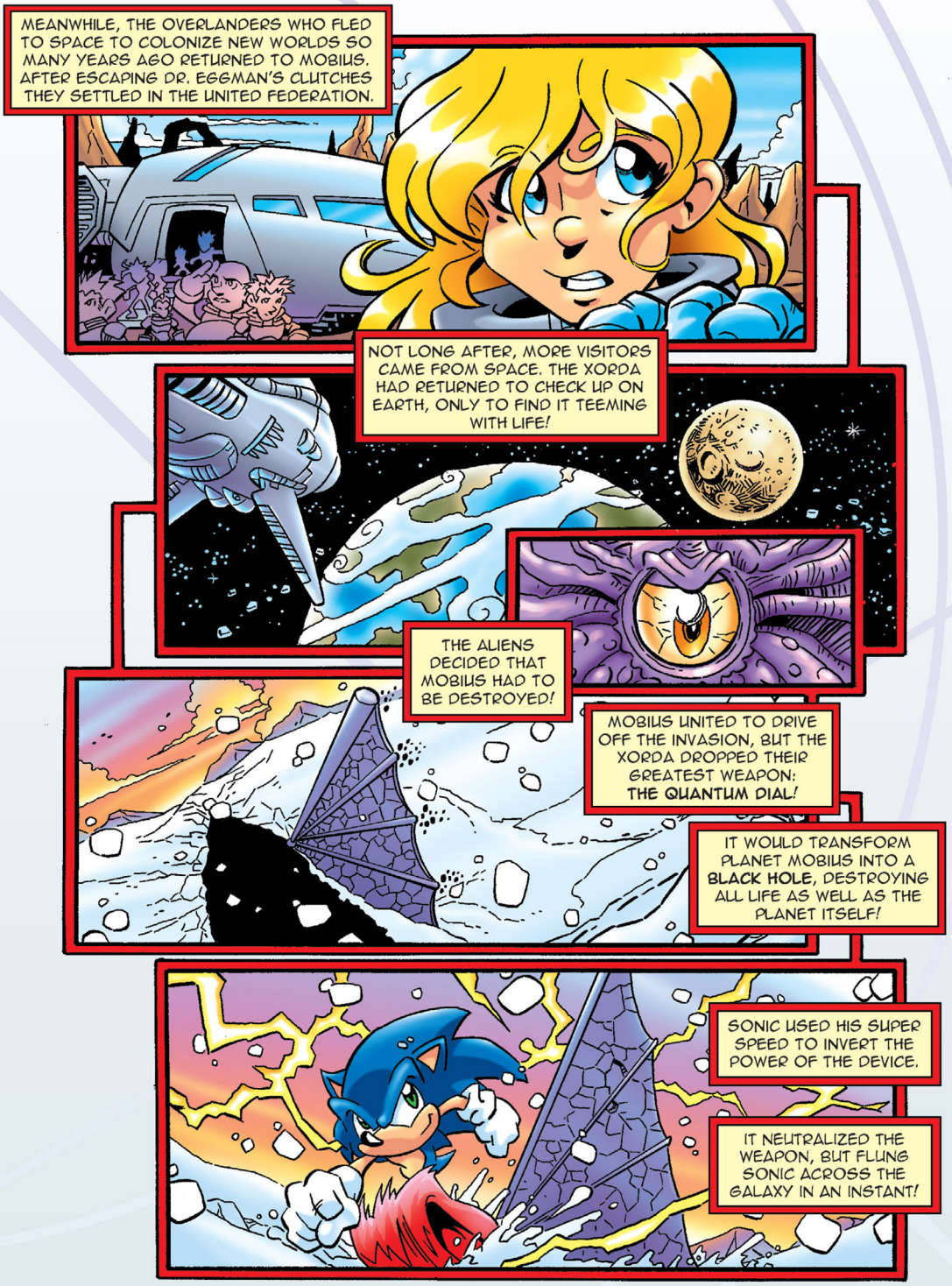
MOBIUS TIMELINE

ACT 23 CHAOS KNUCKLES!


KNUCKLES' LATENT CHAOS POWERS BEGAN TO DEVELOP TOO RAPIDLY THANKS TO MEDDLING BY DIMITRI AND THE DARK LEGION.
"CHAOS KNUCKLES" WAS UNLEASHED ON MOBIUS!
THE FORCES OF ALBION ATTEMPTED TO REIGN IN HIS POWER, BUT "CHAOS KNUCKLES" PROVED TO BE TOO MUCH.
THE ATTEMPTS TO CAPTURE AND DE-POWER HIM WOUND UP CREATING THE DEVIOUS DOCTOR FINITEVUS!
DIMITRI COACHED KNUCKLES, WHO IN TURN TRIED TO USE HIS POWERS TO REWRITE ALL OF TIME.
WHEN THAT FAILED, HE CHAMPIONED THE DARK LEGION'S RETURN TO ECHIDNA SOCIETY -- WITH LIMITED SUCCESS.
KNUCKLES WAS FORCED TO UNLEASH ALL HIS POWER ON MAMMOTH MOGUL TO SAVE DIMITRI.
KNUCKLES APPEARED TO DIE WHILE MOGUL WOULD GAIN ENOUGH POWER TO MORTALLY WOUND THE ANCIENT WALKERS.

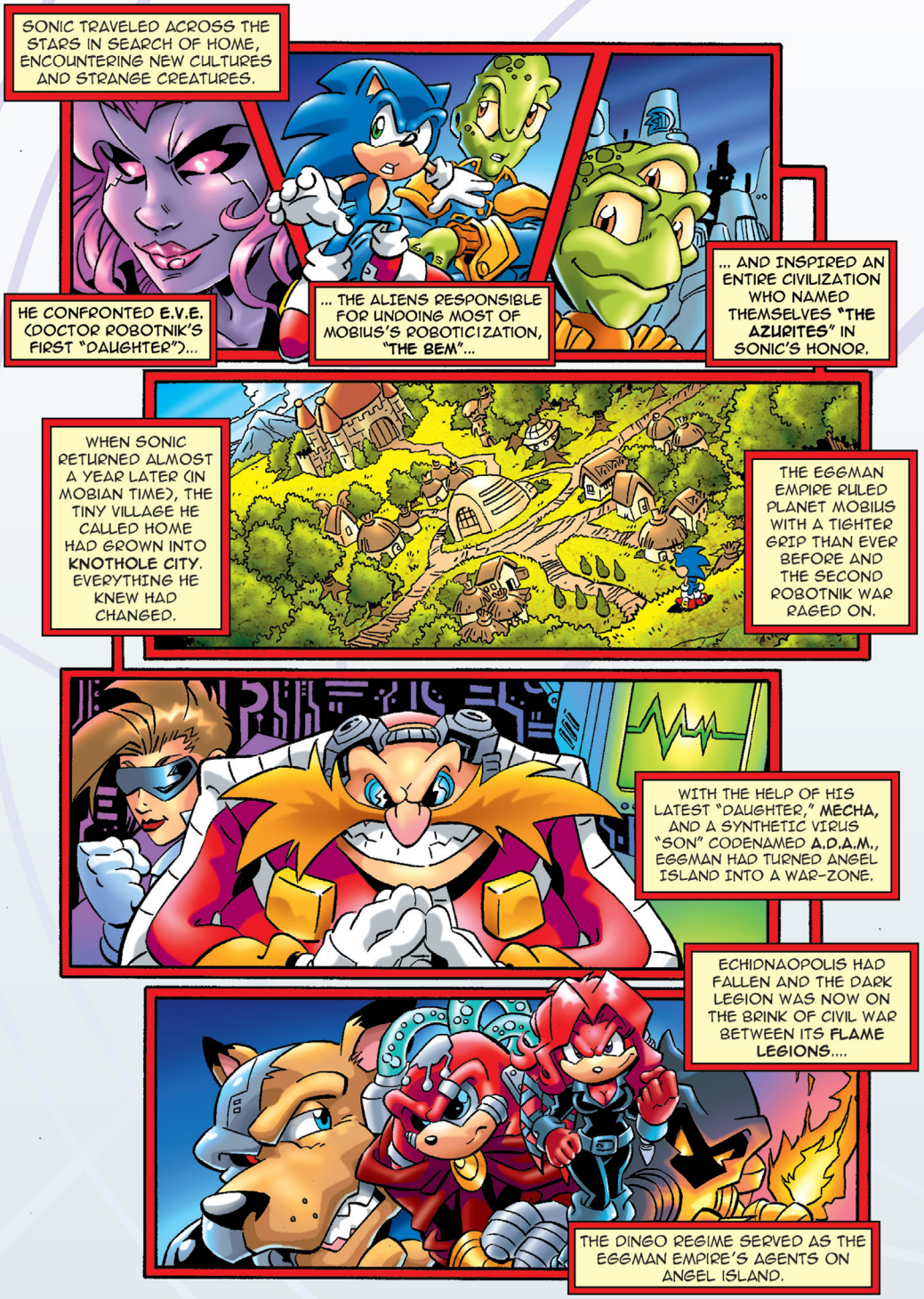
MOBIUS TIMELINE

ACT 24 SPACE INVADERS RETURN


MEANWHILE, THE OVERLANDERS WHO FLED TO SPACE TO COLONIZE NEW WORLDS SO MANY YEARS AGO RETURNED TO MOBIUS. AFTER ESCAPING DR. EGGMAN'S CLUTCHES THEY SETTLED IN THE UNITED FEDERATION.
NOT LONG AFTER, MORE VISITORS CAME FROM SPACE. THE XORDA HAD RETURNED TO CHECK UP ON EARTH, ONLY TO FIND IT TEEMING WITH LIFE!
THE ALIENS DECIDED THAT MOBIUS HAD TO BE DESTROYED!
MOBIUS UNITED TO DRIVE OFF THE INVASION, BUT THE XORDA DROPPED THEIR GREATEST WEAPON: THE QUANTUM DIAL!
IT WOULD TRANSFORM PLANET MOBIUS INTO A BLACK HOLE, DESTROYING ALL LIFE AS WELL AS THE PLANET ITSELF!
SONIC USED HIS SUPER SPEED TO INVERT THE POWER OF THE DEVICE.
IT NEUTRALIZED THE WEAPON, BUT FLUNG SONIC ACROSS THE GALAXY IN AN INSTANT!

MOBIUS TIMELINE

ACT 25 HOME


SONIC TRAVELED ACROSS THE STARS IN SEARCH OF HOME, ENCOUNTERING NEW CULTURES AND STRANGE CREATURES.
HE CONFRONTED E.V.E. (DOCTOR ROBOTNIK'S FIRST "DAUGHTER")...
... THE ALIENS RESPONSIBLE FOR UNDOING MOST OF MOBIUS'S ROBOTICIZATION, "THE BEM"...
... AND INSPIRED AN ENTIRE CIVILIZATION WHO NAMED THEMSELVES "THE AZURITES" IN SONIC'S HONOR.
WHEN SONIC RETURNED ALMOST A YEAR LATER (IN MOBIAN TIME), THE TINY VILLAGE HE CALLED HOME HAD GROWN INTO KNOTHOLE CITY. EVERYTHING HE KNEW HAD CHANGED.
THE EGGMAN EMPIRE RULED PLANET MOBIUS WITH A TIGHTER GRIP THAN EVER BEFORE AND THE SECOND ROBOTNIK WAR RAGED ON.
WITH THE HELP OF HIS LATEST "DAUGHTER," MECHA, AND A SYNTHETIC VIRUS "SON" CODENAMED A.D.A.M., EGGMAN HAD TURNED ANGEL ISLAND INTO A WAR-ZONE.
ECHIDNAOPOLIS HAD FALLEN AND THE DARK LEGION WAS NOW ON THE BRINK OF CIVIL WAR BETWEEN ITS FLAME LEGIONS....
THE DINGO REGIME SERVED AS THE EGGMAN EMPIRE'S AGENTS ON ANGEL ISLAND.

TO BE CONTINUED NEXT ISSUE!

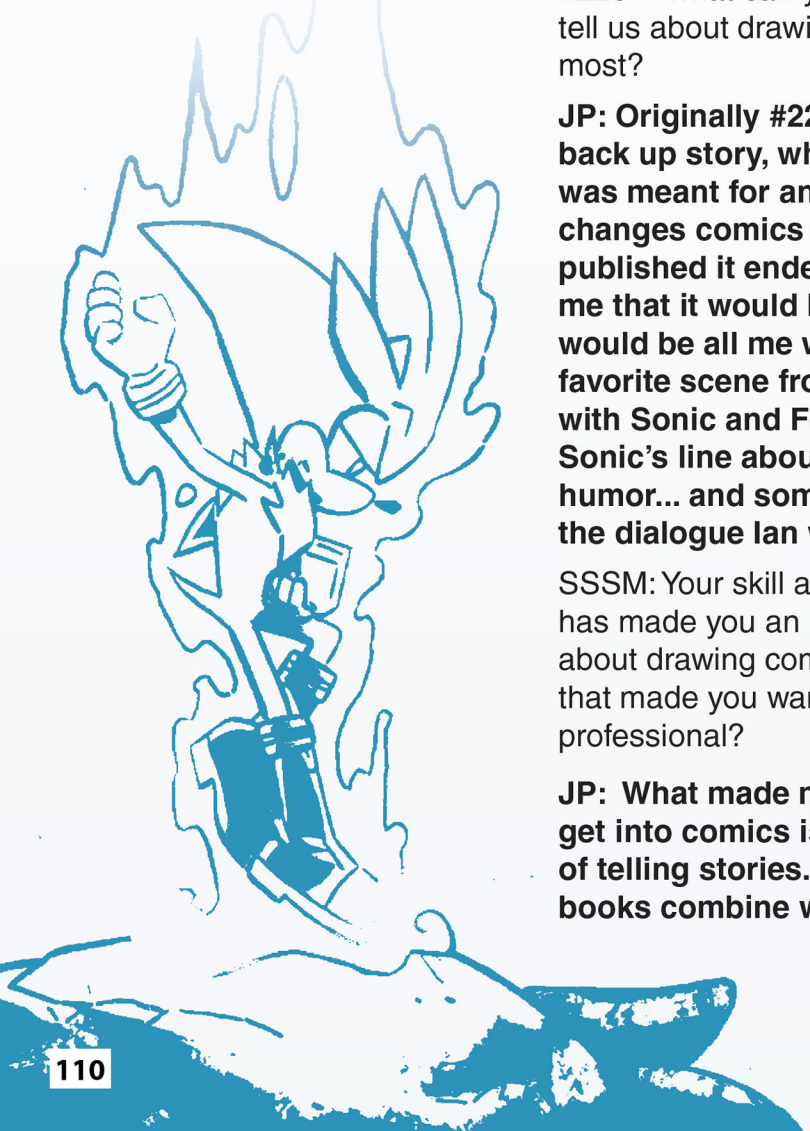
INTERVIEW WITH - JAMAL PEPPERS - ARTIST -

JAMAL PEPPERS
SONIC PENCILER EXTRAORDINAIRE!

SSSM: Jamal, you've been drawing Sonic comics for several years now! How did you get started at Archie?

JP: I got started at Archie when Sanford Greene, an artist who had done some work on the Sonic the Hedgehog comic, put me in contact with Mike Pellerito who was editor of Sonic at the time. That began a process of submitting artwork to Mike for critiques which was very helpful in preparing me for the job. Although the overall process took time, it was worth it to finally receive that first script.

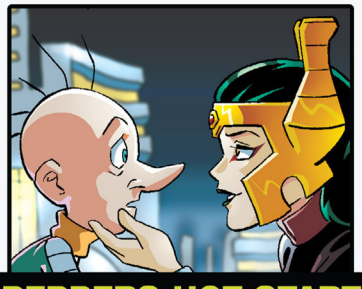
SSSM: Your first full issue, cover and all interiors, was Sonic the Hedgehog #220 -- what can you tell us about drawing that issue? What scenes inspired you most?



JP: Originally #220 wasn't going to be all me. I think the back up story, which I had done a month or two earlier, was meant for another issue but due to the kinds of changes comics go through on the way to getting published it ended up in issue #220. When Paul told me that it would be my first full issue we joked that it would be all me whether people wanted it or not. My favorite scene from that issue is the opening scene with Sonic and Feist. Page two was fun to draw. I liked Sonic's line about Feist finding "...a better sense of humor... and some personal pronouns..." I always enjoy the dialogue Ian writes, especially the funny stuff.

SSSM: Your skill and precision with the Sonic characters has made you an instant fan-favorite artist! What was it about drawing comic books that made you want to go professional?

JP: What made me want to get into comics is the fun of telling stories. Comic books combine words



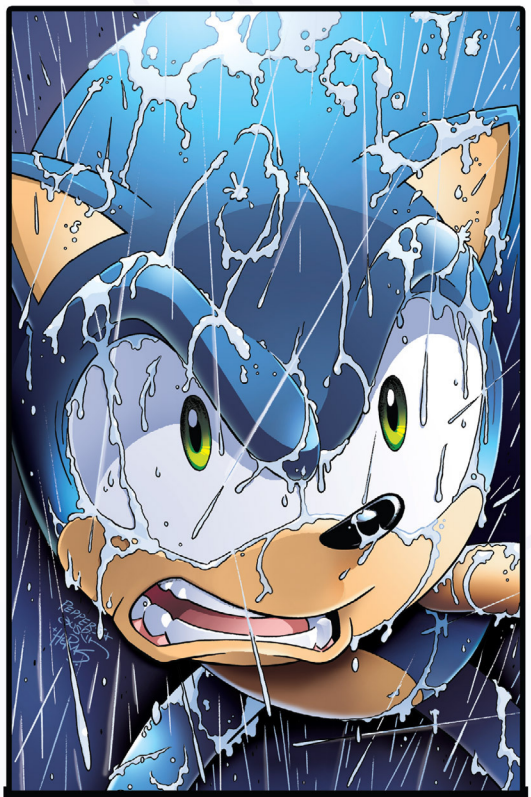
PEPPERS HOT START
JAMAL'S FIRST INTERIOR WORK WAS IN SONIC THE HEDGEHOG #202, AVAILABLE NOW ON THE SONIC COMICS APP!

and pictures in a unique way that makes telling a story challenging and exciting. I've always loved to draw and come up with interesting worlds and characters so the idea that people could make a living doing those kinds of things was very appealing to me.

SSSM: "Scrambled" (Sonic Universe #37-40) was easily one of the most memorable story arcs in Sonic Universe to date - what was your favorite scene to draw? What advice do you have for aspiring Sonic comic artists out there?

JP: My favorite scene to draw in "Scrambled" was probably the scene in part three (Sonic Universe #39) where Snively kisses Regina. It's a romantic image but it's also so very goofy, which is how Ian wrote it, and when I started working on that page I couldn't wait to draw that panel.

My advice to aspiring Sonic artists would be the same advice I'd offer to anyone who wants to draw comics and that's to draw everyday. Practice is important and you should practice drawing all kinds of things. Even the boring stuff. For Sonic don't worry too much about style. Your style will show through on it's own. Just be true to the characters.



HE'S GOTCHA COVERED!
JAMAL HAS ALSO PENCILLED A NUMBER OF COVERS FOR SONIC THE HEDGEHOG! (SONIC THE HEDGEHOG #220 ABOVE)

CONNNN!
JAMAL IS A FREQUENT GUEST AT THE NEW YORK COMIC CON AND MANY OTHER CONVENTIONS! (FROM LEFT: JAMAL PEPPERS, PATRICK SPAZIANTE, AND IAN FLYNN)